HALO GROUND COMMAND

Community Core Rulebook V0.0.1

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GAME BASICS

WHAT YOU NEED TO PLAY 3
BASES IN HALO: GROUND COMMAND 4
MODEL ELEMENTS 4
MEASURING AND PRE-MEASURING 5
THE BATTLEFIELD 5
PEN AND PAPER 6
DICE IN HALO 6
GAME TOKENS 7

CORE GAME MECHANICS

GAME TURNS 8
ALTERNATING ACTIVATION 9
REACTION FIRE 10
BUILDING BLOCKS OF THE GAME 10
FORCE COMMANDERS 11
AN ELEMENT'S STATISTIC CARD 14
STATES OF AN ELEMENT 15
Dice Mechanics 15
The Firepower Rating 16
Re-Rolling Initial Dice 17
FIREPOWER RATING TABLE 17
Suppression 18

FORCE BUILDING

Basic Building Blocks of a Force 20
The Maximum Force Value (mfv) 21
Force Commanders & Heroes 21
Force Building 22
Battle Group Structures 22
Gaming Conventions 33
Choosing a Force Commander 24

FORCE COMMANDERS AND HEROIC CHARACTERS

Anatomy of a Force Commander Data Sheet 25
Heroic Characters 25
Orders 26

TERRAIN

Open and Blocking Terrain 30
TERRAIN IN HALO GROUND COMMAND 30
TERRAIN TYPE 30
Terrain Special Rules 32

SETTING UP A GAME OF HALO: GROUND COMMAND

Recommended battlefield sizes 35
Scenario Basics & Random Terrain 37
Playing an Introductory Game 39
Using the Scenario Generator 40

BREAKDOWN OF A GAME TURN

The Game Turn 50
1. Pre-Turn Phase 51
2. Battle Phase 51
3. End Phase 51

PRE-TURN PHASE

1. Roll the Order Dice 52
2. Allocate Order Dice 53
3. Determine Initiative Order 53
4. Execute Orders 53
5. Incoming Reserves 53
6. Move on to the Next Phase 54

MOVEMENT SEGMENT

Movement segment overview 56
1. Select a Ready Unit to Activate and Execute Orders 57
2. First Reaction 57
3. Movement Actions 57
4. Second Reaction 59
5. check Coherency 60
Performing a Ram Move Action 61
Orbital Insertion Rules 64

ATTACK SEGMENT

Attack Dice Basics 65
FIREPOWER RATING TABLE 66
Element Weapon Statistics 66
Ranged Attacks 68
Attack Segment Outline 70
Example of a Ranged Attack 73
Melee Attacks 74

AIR SUPPORT FLYERS

Taking Air Assets in a Force 78
Types of Aircraft Available 78

END PHASE

Step 1 - Calculating Victory 88
STEP 2 - Prepare for the Next Turn 89
Game result 89

APPENDIX 1: LOADOUTS

Movement & Defence Loadouts 90
Weapon & Firing Loadouts 92
Melee & General Loadouts 95

APPENDIX 2: TRANSPORTS

Transport Rules 98

GAME BASICS

Welcome to **Halo: Ground Command**, a fast-action tabletop miniature game set in the exciting **Halo** Universe! As players, you assume the role of a Ground Commander whose decisions and tactical brilliance will see your Force emerge triumphant from a battle or, if you fail in your command, will see your force crushed before you and routed from the battlefield!

As a Ground Commander, you will be called upon to decide which Units in your Force will activate first, making tactical moves to engage the enemy. The use of cunning stratagems - combining the strengths of your most powerful units to help compensate for any weaknesses your overall force may have – will be called upon through all stages of the gameplay. Only the tactically adept will force the enemy to reveal their weak points before striking hard and fast to deliver the killer blow!

A game starts with players choosing a Force to build and then moves on to choosing the Units that will form the backbone of that Force. This chapter will equip you with the necessary information to help understand the common names and game mechanics which are used throughout a game of **Halo: Ground Command.**

WHAT YOU NEED TO PLAY

To play **Halo: Ground Command**, a number of components are needed:

► Appropriate **Halo: Ground Command** Models for your Force.
► **Halo: Ground Command** Game Tokens to show the likes of Damage, Activations and Cooldown effects that Units will gain during a game.
► Custom Halo Dice which can be gotten from the **Halo: Ground Command Community Drive**.
► A Tape Measure (preferably marked in inches).
► A flat Gaming Surface to act as a battlefield and measuring at least 3' by 3' (1m by 1m). This can be as simple or as complex as you want! We recommend you follow our guide. As you gain more experience you may wish to create a more dynamic setting for your miniature ground battles to take place upon.
► Terrain either purchased or crafted by the players, such as woods, hills, buildings or defensible bunkers. Many pieces of terrain are ready to print in the **Community Drive**!
► Four Six-sided Dice (D6).fi

BASES IN HALO: GROUND COMMAND

Halo: Ground Command uses 15MM scale Models originally produced by **Spartan Games** under license from **Microsoft** and **Halo Studios**. All community made files for **Halo: Ground Command** are free to obtain in the Community Drive! Models can be fielded **based** or **un-based**, and this will be determined by the models themselves. Ideally, we can use the **Assembly Guide**, but below are a few examples:

Covenant Hunters are always fielded in pairs and despite being classed as an Armoured Unit they will always use a base.

Armoured Elements like the Warthog on the right can be fielded on or off a Base, and this is left down to player choice. Skimming Elements, like the ghost above, will always use a transparent acrylic 'skimming' base.

MODEL ELEMENTS

Throughout the rules, we will refer to Elements. The term Element relates to a Base with multiple Infantry (such as Banished Grunt Conscripts) on it, an Armoured Vehicle (such as a UNSC Warthog), or fortifications and emplacements (Such as a Wolf Spider Turret).

These Elements are then grouped into Units. In cases where a Unit has only one Element, such as a Banshee flyer for example, it may be referred to as both an Element *and* a Unit within the rules.

As a Force Commander, it will be your job to combine these various Units into Battle Groups, and then ultimately to form a powerful fighting Force.

Elements, Units, Battle Groups and Forces are all explained in greater detail in the Force Building Chapter which starts at **PAGE 19**.

Infantry Elements, such as the Troopers you can see below, are always fielded on Bases and there will be 2-3 models per base depending upon their specific role in a Unit.

MEASURING AND PRE-MEASURING

All measurement in **Halo: Ground Command** is done in inches (often abbreviated as X" in the rulebook, where X is the number of inches to be measured). A tape measure is the easiest way to measure distances. If you do not have a tape measure marked in inches, please use the standard conversion 1" = 2.5cm. Take into consideration that Halo: Ground Command usually measures center to center when gauging distance. Measuring is allowed at any time for any reason you like. This is a game of tactical skill, not a game of who can best estimate distances!

THE BATTLEFIELD

Halo: Ground Command is played on what we refer to as a battlefield. The battlefield represents the area where climactic battle is taking place, and can be the grounds of a research station, the deck of a spaceship, or even the surface of a Halo Ring!

The amount of table space you will need to play **Halo: Ground Command** is dependent on the **Maximum Force Value** of the game being played. Some games will be compact engagements using a relatively small battlefield, whereas engagements between massed armies will require a much larger gaming space in order to allow the appropriate number of Units to be used in a sensible way.

In demo games using the contents of our **Halo: Ground Command** 2-player starter games in the section **Playing Your First Game**, for example, a battlefield should typically be 4'x4', although a larger battlefield will be needed once players have expanded their initial Forces with more Units. Players should use their discretion to define the space they have available, although we recommend a battlefield does not ever have any sides shorter than 3' (1m), unless a specific Scenario is being played that calls for a narrow battlefield to be used.

For more about battlefields, including what sizes are recommended for different **Maximum Force Values**, see the Pre-Game Set-Up chapter on **PAGE 34**.

UNSC Spartans are always fielded on their own Base. The ultimate super-soldier, these hyper-lethal defenders of humanity are living killing machines that can cause havoc on any battlefield they are sent to. Spartans make use of various weapons including an Assault Rifle, Rocket Launcher and the powerful Spartan Laser.

PEN AND PAPER

Players might need to use pen and paper to keep track of enemy Units they Destroy, or to keep other helpful notes. This becomes important when playing Scenarios and for determining the winner in any engagement. Which leads us neatly on to:

VICTORY POINTS AND WINNING

All Units in a game of **Halo: Ground Command** have what is known as a **Build Rating (BR)** – see the **Force Building** chapter on **PAGE 19** for more details. As well as **BEING CRUCIAL** for the initial formation of Forces, the BR plays an important role in determining the winner of a game.

Whenever a player Destroys an enemy Unit during gameplay, make a note of its BR using your perfered tracking method. The BR total of Destroyed Units will translate into what we call **Victory Points** (**VPs**).

In **Halo: Ground Command** Scenarios will last a number of Game Turns after which the player with the highest VPs total will be the winner. Winning the Game is explained in more detail in the **End Phase** chapter on **PAGE 86**.

DICE IN HALO

Halo: Ground Command uses dice to generate results during a game. The use of Dice creates exciting random outcomes that simulate the chaos of a real battle, the varying skill levels of troops involved, meaning that you can never completely predict the outcome of any tabletop action, and that even in the darkest hour, there is always hope…

During a game you will be asked to roll three types of dice: Halo Dice, Order Dice, and Six-sided Dice (**D6**). More about dice mechanics can be found in the Core Game Mechanics part of this chapter.

GAME TOKENS

To summarise and track battle events, **Halo: Ground Command** uses a number of Game Tokens. These are generally placed next to a Unit (or Element) when they are applied. Below are the three types of Game Tokens and how they are most commonly applied. We will continue in more detail on the next page.

Damage Tokens are used throughout a game to show that an Element has taken Damage during combat. Only Elements with more than one Value of their Damage Track that suffer a Damage will recieve a Token. Models with one Value are simply removed from play.

Cooldown Tokens are used to indicate a weapon in a specific Element is unable to fire for the rest of the Game Turn. If a Cooldown Token is placed on top of an Activated Marker, **NO** weapons in the Unit can fire for the rest of the game turn.

Activation Tokens are placed on a Unit once it has completed its Activation. Note that this **DOES NOT** indicate the Unit is out of the game for a Turn, as there is often the opportunity for a Unit to engage the enemy again using the Reaction Fire game mechanic.

DAMAGE TOKENS

During the events of the battle, Elements in **Halo: Ground Command** inevitably strain from the wear-and-tear of constant battle and eventually suffer damage. This is shown with Damage Tokens placed next to the Element that has suffered damage. Damage Tokens are used to signify that one Element in the Unit, or Unit itself, has suffered damage to it's Damage Track.

Elements with more than one Damage Track will receive a Damage Token per Damage Track that has suffered damage. If an Element either suffers damage to it's last Damage Track OR the Element only has one Damage Track - like UNSC Army Riflemen - when the final Damage Track has suffered damage, the Element is destroyed and sent to the Scrapyard.

There are many ways to heal Damage Tracks in Halo: Ground Command. Should this happen to an Element with a Damage Token, simply remove the Damage Token.

ACTIVATION TOKENS

The Units that make up your Force may be highly trained, but even they need to be able to catch their breaths. After a Ready Unit finishes their turn, as the final part of their Activation, a Unit gains an Activation Token to signify that it's turn is over.

An Activation Token means the Unit cannot be activated again this game turn, nor can it be selected to move again unless otherwise stated. An Activation Token does NOT mean they are dead weight and easy pickings for an enemy Force Commander however, as any unit with an Activation Token can still preform a Reaction Fire test when permissible! Reaction Fire tests will be explained in depth on **Page 10**, but for now, it's important to know that a Unit that succeeds in passing it's Reaction Fire test gains an Activation Token directly after completing it's Reaction Fire and all damage has been suffered.

Any time a Unit would gain an additional Activation Token when it already has one gains a Cooldown Token instead. Which is a great Segway into...

COOLDOWN TOKENS

Units that fully exhaust themselves, either by sprinting across the battlefield or charging headlong into the enemy lines, cannot muster the strength or wit to react to the battle around them.

Unlike Activation Tokens, Cooldown Tokens DO mean a unit cannot fire it's weaponry. Cooldown Tokens can be applied to a single Element, like after Sniper Rifles have made their attack, or to a whole Unit, such as a Unit that has that has just completed a Flat Out Move. If an Element or Unit has a Cooldown, it cannot be selected for use in the Attacks Segment or when a Reaction Fire test is passed.

Most actions will tell you when you should apply Cooldown Tokens, and whether or not to apply them to a single Element or the whole Unit.

CORE GAME MECHANICS

GAME TURNS

A game of **Halo: Ground Command** follows a sequence of what are known as Game Turns, and a game can last for a number of these Game Turns. Each Turn is commonly subdivided into Phases, which are effectively way of allowing key events in the game to be sequenced and easily controlled.

Think of a Game Turn as a house-keeping mechanic for ensuring events in **Halo: Ground Command** all happen in the right sequence, allowing players to know exactly when to preform different actions. For example, in the **Pre-Turn Phase**, players will roll Order Dice and determine Initiative. This is also the point that Reserve Units might become available.

In the **Battle Phase**, players will alternate Activations. The player who is Activating will pick one Ready Unit, and then Move and Fire with that Unit. After they have done this, their opponent will pick a Ready Unit to Activate, and so on, until ALL Units, and therefore all Elements, have been Activated.

Lastly, play will shift to the **End Phase**, during which various effects are resolved and the battlefield made ready for the next turn.

As stated, a game of **Halo: Ground Command** will last for multiple Game Turns, with any **Scenario** being played stipulating the maximum number of Game Turns it will last (should there not be a clear winner before the stated last Game Turn).

For a more detailed outline of a Game Turn, see the chapter **Breakdown of a Game Turn** on **PAGE 49**.

All other aspects of the game are controlled by what is known as a Game Mechanic, and these are invariably controlled by the rolling of Dice. The remainder of this chapter will take you through the various key Game Mechanics used in a game of **Halo: Ground Command**, and following this we will break down all aspects of a game and discuss how the various Game Mechanics are used.

ALTERNATING ACTIVATION

In the **Battle Phase**, players will use a system of Alternating Activations. The player whose turn it is to go will pick ONE of their Ready Units that has not yet been used, and will Activate it.

Activating a Unit means using those Elements in a Unit to move and then fire their Weapons (how to move and fire is described in the Unit **Movement Segment** and Unit **Attack Segment** chapters). After a player has Activated an Element, they will mark the Unit with an Activation Token – showing that it may not be Activated again this Game Turn, but it may still attempt Reaction Fire.

Once one player has selected an Activated **ALL** of the Elements within a Unit play will shift to the other player, who will select and Activate a Ready Unit of their own.

In this way players will alternate one after the other, Activating and using their Units until **ALL** the units on the battlefield have been Activated that Game Turn.

This system of shifting back and forth, with each player selecting and using a Unit, is a vital component of the game experience, as it places pressure on a player's choices. A player may often be faced with dilemmas such as:

- ► Do I activate a Unit for tactical reasons?
- ► Do I activate a Unit because it is under threat?
- ► Which Unit should I use first?
- ► What is my opponent doing, and how can I put them under pressure?
- ► Should I attempt Reaction Fire?

Keeping track of Activations is a part of the gameplay, and remembering to alternate Activations is critical to building the tension during a game of **Halo: Ground Command**!

REACTION FIRE

Combat in the Halo Universe is relentless and fast-paced, with no let-up in the action. **Halo: Ground Command** utilises an innovative Reaction Fire system to represent the ebb-and-flow of battle, with Units moving and firing in a deadly dance.

Reaction fire is, at its core, a form of Ranged Overwatch, which allows players to engage and shoot during their opponent's **Movement Segment**. It is by no means a guarantee of success, and of course there are risks to firing 'from the hip' as it were. But it can be tactically engrossing part of a battle, as knowing **IF** or **WHEN** to React to an enemy is a key decision for any player to make.

You can even attempt Reaction Fire with a Unit which has already Activated in a Game Turn, although the likelihood of successfully in issuing the order to fire is greatly reduced.

Reaction Fire is explained in full in the **Movement Segment**, with examples of how and when you can react. See **PAGE 55** for full details.

BUILDING BLOCKS OF THE GAME

ELEMENTS

When building your Force in **Halo: Ground Command**, you do so by combining Elements into Units, which in turn are combined into Battle Groups, and then finally combined into a fighting Force.

Individual Bases of Infantry, Vehicles, Fortifications and Flyers are all referred to as Elements in the rules. In most cases Elements combine into a Unit to bolster their combat effectiveness, especially when executing their Attacks upon the enemy.

UNITS

As already described, a Unit is a collection of Elements, assembled to form effective combat groups trained to work together, capable of laying down significant weapons fire, or created to fulfill a specific role within a player's Force.

These Units adhere to some simple rules:

- ► They **MUST** be either Infantry, Armoured or Flyer in Type.
- ► They **MUST** adhere to the Force Build Rating Limitations relating to their Faction, their Battle Formation and their Force Commander.

Despite these restrictions, players can create highly flexible Units, where the intended tactical use of one Unit may vary significantly from another, due to the different ways they are constructed using Unit Upgrades and Special Rules.

BUILD RATING (BR)
Each Unit has an important statistic called the Build Rating (typically shortened as BR). The BR gives an indication of the size and effectiveness of a Unit, and is used for a variety of purposes in **Halo: Ground Command**, such as combining Units into a Force and being translated into Victory Points for your opponent when Destroyed.

Some Units increase their BR based upon the number of Elements within it. Warthogs, for example, are rated at 2 BR each, meaning that a Unit of 2 would take up 4 BR, Should a Warthog be Destroyed within a Unit of Warthogs, the enemy player gains 2 Victory Points immediately.

KEEPING TRACK OF UNITS
Keeping track of which Elements belong to which Unit is essential. Players should therefore pay close attention to tracking individual Elements and which Unit they belong to. This is easy to manage if the players have painted their forces, but if players are playing with unpainted forces, some other method of identification should be established.

BATTLE GROUPS
All Units are formed into a Battle Group which will be led by the command Element of your choice.

Many Battle Groups are small enough to be only a few Units, perhaps supported by an Armored Vehicle or two, whereas others might be massive battle formations with numerous Armored Units supported by strong Infantry and Flyer Elements.

Some Battle Groups have special rules that apply to the Units that exist within it. For more information on Battle Groups see **PAGE 21**.

FORCES
Forces are constructed from between one and any number of Battle Groups, each consisting of a number of Units that have been formed into a potent fighting force. A small Force may only have 3 to 5 Units organized into a single Battle Group, while a massed ground battle may be made up of 30 or more Units organized into multiple Battle Groups. All Forces are chosen so that they do not exceed the Maximum Force Value (shortened as MFV) each player has been allocated.

FORCE COMMANDERS

The Force Commander is the individual in overall control of a Force. Every Force MUST have one Force Commander. Over time, new and unique Force Commanders will be made available to players, allowing them to select the ones that they feel best represents their own playing style on the gaming table. See the **Commanders and Heroes** chapter on **PAGE 20** for more details.

UNIQUE COMMANDERS
These are leaders of renown who are marshalling their forces on the field of battle. They will often have specific Orders and Abilities that mark them out as unique, and will always include special rules pertaining to their Force structure and gameplay style.

GENERIC COMMANDERS
In addition to the Unique Commanders and Legendary Characters, players may instead choose to have their Force led by a Generic Commander.

Generic Commanders have limited Standard Orders and do not have access to Special Orders. They do have access to a Unique ability, but this is normally indicative of their Faction's overall combat methodology rather than any specific 'named' ability they themselves may possess. See the **Commanders and Heroes** chapter on **PAGE 20** for more details.

Players are currently restricted to using Generic Force Commanders, as Unique Commanders and Heroes are not currently implemented in the game yet.

LEGENDARY CHARACTERS
Larger Forces will have access to Legendary Characters; individuals (or even Artificial Intelligences) who, by their actions, have become synonymous with bravery and sacrifice in the Halo Universe. The levels at which these characters can be introduced to the game will depend on the Factions being played, and can sometimes be required as part of the narrative for a Scenario or Campaign setting. See the **Commanders and Heroes** chapter on **PAGE 20** for more details.

Wraith
Ghosts
Zealot
Hunters
Spartan
Warthogs
Scorpion
ONI/SPECWAR-AI/ARTC-DIRECT_
SAT/REG_FEED/
ERS_CBT/677//4147554
INSC

AN ELEMENT'S STATISTIC CARD

The front side of an Element's Statistic Card will allow players to quickly access the key statistics of an Element during game

A - Common Name - This is the common name most used when describing the Unit.

B - Specific Name - This names which faction the Element belongs to along with its formal title.

C - Type - All Elements are classified as either being Infantry (INF), Armoured (ARM), or Flyer (FLY). Infantry models have special rules regarding garrisoning Terrain and becoming Suppressed. Armoured Models have special rules regarding Line of Sight, sub-types etc. Elements such as Spartans and Zealots are called Heroic Infantry which denoted them as being restricted in their availability within a Battle Group.

D - Build Rating (BR) Points - The cost of each Unit included in a Force is added together and the total must not exceed a Battle Group's limitations. Build Rating is also used when determining Victory Points for destroyed Units, Vehicle and Flyers.

E - Weapons - The type of weapons an Element has will be named here. Should an Element be without a Weapon the area will be blank.

F - Weapon Ranges - An Element will have the Short and Long Ranges of its weapons listed here, with Short Range listed first and Long Ranges of its weapons listed second. If an Element has a weapon that CANNOT fire at one of these ranges, the Range entry will show a '-'.

G - Weapon Arc - In most instances weapons can be fired in any Arc of Fire, and the All notation will be shown. Some weapons use limited Arcs of Fire, and these will be listed as: Front (F), Back (B), Left (L) and Right (R).

Some weapons may show that only a single Fire Arc is available, with F being the most common. A Weapon could also list F, L or R as its weapon Arcs, such as with a Covenant Wraith, meaning that while it can only fire once, it can do so in the Front, Left, or Right. If the notation reads L & R, it means the weapon can fire twice, but only if a & separates the listed Arcs.

H - Weapon Dice - In this entry, each weapon will have a number of Halo Dice allocated to it. The attack values of any weapon in the game are subdivided into three types: Anti-personnel (AP), Anti-Tank (AT), and Anti-Air (AA). Each weapon will have a varying degree of effectiveness against different targets. The number of Halo Dice rolled in a Ranged Attack by an Element will depend on the target being engaged: the AP Value is used when engaging Infantry. the AT value when engaging Armoured Targets and Emplacements, and the AA value is used against Fighters. These Dice from multiple Elements are combined within an Attack to create the Attack Dice Pool. See the **Attacks Segment** on PAGE 65 for more details.

I - Weapon Loadouts - This shows the Loadouts associated with a weapon. Not all weapons have Loadouts but should a weapon list a Loadout, ALL Attacks made by that weapon are considered to be affected by the Loadout or Loadouts.

J - Move - This statistic is separated into two values. The first value is used when executing Basic Move, the second value is used when executing a Flat Out, Ram or Charge Move. See the **Movement Segment** on PAGE 55 for details.

K - Soak - This Value is used to represent an Element's natural ability to evade incoming fire or simply resist it by virtue of its incredible bulk. This number is used to create a Defensive Dice Pool (which is explained in full in the **Attacks Segment** on PAGE 65).

L - Reaction - These Values allow an Element to react to incoming enemy movement. The first number is used if an Element is Ready, the second number is used for an Element that has Activated, shown by the unit having an Activation Token.

UNIT NAME (B)	ELEMENTS	TYPE (C)	BR (D)	PTS (Q)	MOVE (J)	REACT (L)	SOAK (K)	MELEE (M)	DAMAGE
(A) Marines - Combat-Assault Team	4	INF	2	150	6/9"	7/8	0	2	4 (O)

WEAPONS	RANGE	ARC	AP	AT	AA	WEAPON LOADOUTS
(E) Small Arms	(F) 12/18"	(G) ALL	4	(H) 2	2	**Limited Range:** All Long Range attacks are counted as firing into Cover that is 2 Levels higher when determining Firepower Rating. **Point Blank:** Gain +1 Firepower Rating shooting at Short Range. **Suppression (+1):** Add 1 to all enemy Suppression Tests. (I)
Frag Grenades	10"/-	ALL	3	2	0	**Blast:** Ignore Terrain when determining Firepower Rating. **Cooldown:** May only fire once per Game Turn.

(N) UNIT LOADOUTS	**Heroic Save (5+):** Ignore Damage on a roll of 5 or more.
(R) UNIT UPGRADES	**Marine Sergeant:** Up to 1 Element in the Unit may upgrade to be a Marine Sergeant for an additional +15 Points to the Unit's Cost. *Please see the Marine Sergeant card for stats.*
(P) SPECIAL RULES	**Crash Training:** If a transport vehicle is destroyed while this unit is embarked inside, or an Air Support Flyer is destroyed before disembarking this Unit during a Combat Drop Mission, this unit suffers no damage and is deployed as though they disembarked from a transport, then gets an Activation Token.

Note that in some cases an Element will be unable to React (due to their second value being an impossible roll) - this is intentional since a number of factors can be brought into play to improve a Reaction result (such as Orders, Scenario Conditions, etc.). Units with high React numbers (particularly the second number) are usually cumbersome and unwieldy.

M - Melee - This entry refers to an Element's ability to fight in close-quarters combat. This number is normally fairly low as few individuals are geared towards the brutal Cut and thrust of hand-to-hand combat. This is not always the case however, and certain Elements can bring incredible combat potential to the battlefield and sow damage and destruction in their wake!

In some instances, the Melee entry is replaced with the term Impact representing the effects of an Armoured Element that doesn't have a Melee capability, but instead can Ram Infantry Or Armoured targets!

N - Unit Loadouts - This shows the Unit Loadouts the Element has access to. In most cases Units will have only one or two Loadouts, but more impressive Elements such as a Spartan may have access to several Unit Loadouts.

O - Damage Track - The Values shown specify how many Successes are needed to cause Damage to an Element. In most cases (particularly when dealing with Infantry) this will be a single number, meaning that should an Attack manage to cause Damage, the base Is Destroyed. In some cases, multiple Values will be shown indicating the Element must be Damaged multiple times in order to Destroy it. When an Element sustains Damage, the Value needed to cause further Damage moves to the next number (reading from Left to Right).

P - Special Rules - Units will show any Special Rules that they may have access to here.

Q - Points Value - All Units have a Points Value that must be spent in Force building in order to field the Unit.

R - Unit Upgrades - Some units will allow you to pay additional Points when building your Force for specific weapons, loadouts, or officers that can change how the Unit performs on the battlefield and allow for greater flexibility.

STATES OF AN ELEMENT

During The course of a game, an Element can exist in a number of States: Ready, Activated or Destroyed/ Wrecked.

READY TO ACTIVATE

Ready Units are Identified by their lack of an Activation Token. At the start of any Game Turn, all Elements should be considered to be in a Ready State unless a specific Scenario or game condition applies to them.

ACTIVATED

Activated Elements belong to a Unit that has an Activation Token placed on it. When in the Activated State, the Element may not Activate again during the Game Turn unless Scenario conditions contradicts this rule or unless attempting Reaction Fire.

DESTROYED/WRECKED

When an Element has the same number of Damage Tokens as Values on its Damage Track, an Element is considered to have been Destroyed and is immediately moved from the battlefield and placed in the Scrapyard (see below).

WRECKED – Some Elements are so large and imposing that when Destroyed they are not removed from play. Instead, they remain on the battlefield as Wrecked Elements acting as Wreckage Terrain (see the **Terrain** chapter on **PAGE 28**).

THE SCRAPYARD

This term is applied to an area outside of the battlefield where you store Elements that have been Destroyed during a game. These casualties can potentially turn to the battle as a result of Loadouts, Air Support Missions or Scenario Conditions. Meaning they're not gone forever!

DICE MECHANICS

Halo: Ground Command uses different dice to generate a series of randomised results when playing the game, thus simulating the chaos of a ground battle, varying skill levels of soldiers, and much more. This means that you can never completely predict the outcome of any action.

HALO DICE

Halo: Ground Command uses a set of custom six-sided Dice for most Attack and Defence Dice rolls. These custom Dice are referred to throughout the rules as Halo Dice. These Dice have one side marked with a (Fail), two sides marked with (Miss), two sides marked with (Success), and one side marked with (an Exploding result).

ORDER DICE

Each faction in **Halo: Ground Command** also uses their own set of Order Dice. These Dice are used in the **Pre-Turn Phase** and may be used to deliver an Order issued by **Force Commanders** or **Heroic Characters** present during a battle. Order Dice can also be used by a player to help improve their Initiative roll. Some examples are below:

ROLLING A D6

On occasion, you will use normal six-sided dice – each of the 6 sides are individually numbered from 1 to 6. Singly, these are referred to as a 'D6'. If a number precedes the 'D6', roll that many dice. For example, if called upon to roll 2D6 when taking a Reaction Test, you should roll *TWO* six-sided dice and add the results together. The most common reasons to roll D6 is to determine initiative at the beginning of a Game Turn and to perform Reaction Tests.

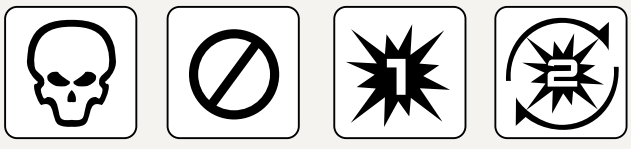
DICE POOLS

Most of the time in **Halo: Ground Command**, you will be rolling multiple Halo Dice at once. The number of dice you are rolling for a given task is called the Dice Pool. For example, when rolling to Attack, you will gather your Dice and roll an Attack Dice Pool, and when rolling to Defend against an attack you will roll a Defence Dice Pool.

When rolling a Dice Pool, roll all of the Dice in the pool together. This is called the Initial Dice Roll. Following this, re-roll any dice due to game effects such as Exploding Rolls, and then total the number of Successes together.

DETERMINING RESULTS

To determine the result of a Halo Dice roll, you must first determine the number of Successes. These Successes are then compared to a target number (for example, the active Value on an Element's Damage Track) to determine the effect. The exact method varies with the effectiveness of the Attack, Defence, or situation being rolled for. This is controlled in the game through what we call **Firepower Rating**.



THE FIREPOWER RATING

The Firepower Rating is referred to when determining how a Dice Pool will be resolved. All Dice Pools start at a default of Firepower Rating of 4, and this Rating may go up or down based on effects during the game.

RATING 1 - IMPOSSIBLE ROLL

At this Rating the Dice Pool cannot be rolled. There is literally no hope of success.

RATING 2 - WEAKENED ROLL

A Weakened Roll counts every INITIAL result of a Success and an Exploding result as ONE Success, and no re-rolls are permitted due to the Dice Results.

RATING 3 - CRUSHING ROLL

Crushing Rolls count every INITIAL result of a Success as ONE Success, and count each Exploding result as TWO successes. No re-rolls are awarded due to the Dice results.

RATING 4 - EXPLODING ROLL

The Exploding Roll is the default Rating for all Dice Pool rolls, unless a specific gaming condition modifies this. An Exploding Roll counts every INITIAL as One Success. Each Exploding result of a counts as TWO Successes AND allows you to re-roll one die showing a Miss . The mechanic works as follows:

1. Roll your Initial Dice Pool
2. Set aside all Dice that show or that show
3. Count the number of Dice showing and re-roll that many Dice showing .
4. If a re-rolled dice now shows , you may re-roll an additional (assuming at least one remains).
5. Count up the total number of symbols. Remember that each counts as TWO . The sum of these two results is the number of total Successes you have.

EXPLODING ROLL EXAMPLE

A player rolls a pool of 5 Dice at Firepower 4 and the result is

Setting aside the Success and Fails , the Exploding result allows them to reroll the … and they roll another . Because they now have an additional Exploding result, they would be allowed to reroll an additional Miss result. However, there are no more Miss results to reroll, so the player now calculates their Successes.

1x = 1 Success. 2x = 4 Successes. The total is 5 Successes.

RATING 5 - DEVASTATING ROLL

The Devastating Roll follows the same mechanics as above except, when re-rolling Dice due to a , a player may re-roll any Miss OR Fail results. This makes a Devastating Roll very powerful.

DEVASTATING ROLL EXAMPLE

A player rolls a pool of 5 Dice at Firepower 4 and the result is

Setting aside the Success , the Exploding result allows them to reroll either one of the Fails or the Miss … They reroll and the result is . Because they have another Exploding result, they can reroll an additional or result. They do so and roll a . Having used all their rerolls, they now calculate their Successes.

2x = 2 Successes. 2x = 4 Successes. The total is 6 Successes.

RE-ROLLING INITIAL DICE

In some cases, players may be able to re-roll Initial Dice due to Loadouts, Orders, or other gaming effects. The re-rolled Dice may be chosen from any of the Dice rolled and can be a great way of improving the effect of a Dice Roll.

FIREPOWER RATING TABLE

RATING	NAME/EFFECT
1	**IMPOSSIBLE ROLL**
	No dice are rolled!
2	**WEAKENED ROLL**
	Each counts as 1 Success
	Each counts as 1 Success
	No rerolls are permitted
3	**CRUSHING ROLL**
	Each counts as 2 Successes
	Each counts as 1 Success
	No rerolls are permitted
4	**EXPLODING ROLL**
	Each counts as 2 Successes
	Each counts as 1 Success
	You can reroll one for each
5	**DEVASTATING ROLL**
	Each counts as 2 Successes
	Each counts as 1 Success
	You can reroll a or for each

SUPPRESSION

Forces involved in the battles in the Halo Universe are highly committed and will often fight to the death to defend the lives of themselves and their own. In **Halo: Ground Command** Elements do not 'run away' in the strictest sense; rather, they will lose a degree of cohesion that affects their ability to react to incoming threats, hunkering down to weather the storm.

When an Infantry Unit suffers Damage, for any reason, the controlling Commander must perform a Suppression Test. To make a Suppression Test roll 2D6 and add the number of Damage Tokens inflicted by the Attack to the result (along with any modifiers that may apply such as from the **Suppression** Loadout or a Force Commander's Order).

If the result is equal to or greater than 10, the Unit takes an Activation Token. If the Unit already has an Activation Token, the Unit gains a Cooldown Token instead. This Cooldown Token is placed on top of the Activation Token and applies to ALL weapons held by the Unit ensuring they cannot react at all. In the End Phase, all Activation Tokens and Cooldown Tokens applied to a Unit are removed as normal.

Note: Only Infantry Units take Suppression Tests, unless otherwise stated, and Damage saved with Heroic Saves does NOT count towards Suppression Tests (though a test must still be made).

SUMMARY

The **Core Mechanics** chapter details the fundamental rules of **Halo: Ground Command**. These will be referred to throughout the remainder of the rulebook, and players should be thoroughly familiar with the contents of this chapter.

Some of the important points to remember:

- ► Games are made up of Game Turns
- ► Play Alternates between players at all times
- ► Elements form Units which form Battle Groups which in turn form your Force
- ► The Firepower Rating defaults to 4
- ► Only Initial Dice can be re-rolled
- ► Suppression uses a 2D6 roll where a result of 10+ causes Activation or Cooldown tokens to be applied to a Unit
- ► A Unit's Build Rating translates to Victory Points for your opponent.

FORCE BUILDING

Building a winning Force in **Halo: Ground Command** requires careful planning and thought. Victory is reliant on choosing the right Battle Groups and Units for the tactical situation at hand. Remember that the effectiveness of a Force can also be influenced by the Force Commander chosen to lead it. See the **Commanders & Heroes** chapter on **PAGE 21**. There is plenty of opportunity to customize your Forces to suit your own gameplay and there are also historical **Halo** precedents of various Forces available. Build your Forces to take part in such conflicts as the campaign to retake Harvest, the fall of Reach, or the desperate final stand at Earth!

BASIC BUILDING BLOCKS OF A FORCE

All forces in **Halo: Ground Command** are built using the following building blocks:

► **ELEMENT** – This Is the smallest building block in the game and refers to a single base of Infantry or a single vehicle.
► **UNIT** – These are a collection of Elements that build together to form cohesive fighting Units. Note it is possible to be both an Element and a Unit, but these are normally set aside for large Elements such as Scorpion or Wraith Armoured Vehicles.
► **BATTLE GROUP** – This Is a collection of Units that form together to perform a specific battlefield role. They will often have special rules or selection requirements attached to them by virtue of the overall Force Commander the player chooses to field.
► **FORCE** – This is the total models used by a player as part of their army, chosen to a points limit known as the **Maximum Force Value (MFV)**.

THE MAXIMUM FORCE VALUE (MFV)

Prior to starting a game, players will need to build their Forces. While this can be done just before the game begins, it is most often something a player does well in advance of a game session. One starting point for a game is called the Maximum Force Value (MFV).

The MFV is the total number of points each player may spend on the different components which will form their Forces. These include Units, Force Commanders, Heroic Characters and any other upgrades available to a player's Faction. The MFV is usually to be agreed upon before building your Force, or determined by a tournament organizer.

When building a Force a player should keep in mind the sort of tactics they are looking to utilize. These will depend on their Faction of choice and may even be affected by the enemy they are facing. Players should closely evaluate the style of force they want to create and the role that each part within the Force will play:

► Will you build Groups that rely on Air Support?
► Will you choose Units individually to give you more flexibility? create larger reinforced Units, such as a Covenant Grunt Lance or UNSC Battle Squad?
► Will you take additional Officer models such as Spartans or Elite Minors? If so where will you use them?
► Who will your Force Commander be?
► Which Heroes will you take? Or will you instead seek to create Heroes of your own on the battlefield by using a Generic Force Commander as your starting point?
► Will you look to take Specialist Battle Groups? If so, which ones will you take?

FORCE COMMANDERS & HEROES

Force Commanders are a vital component of **Halo: Ground Command** and their personalities and individual genius can impact the game through the Abilities and Orders which they have access to. Every force **MUST** have one Force Commander.

Heroic Characters are Individuals whose actions can influence the course of a battle, and a Force may potentially have multiple of these. You Can find more details in the **Commanders and Heroes** chapter on **PAGE 24**.

FORCE BUILDING

To build a Force, players must purchase the Units that make up the Force they want to field. Each Unit has a cost in points that 1st listed on the back of an Element's Profile card (see the **Core Game Mechanics** chapter on **PAGE 14** for more on an Element Profile). Forces are created by bolting together Units in one of two ways:

► **OPEN SELECTION** - This represents a method of Force Selection where players simply take whatever they want provided they build their Force up to an agreed MFV limit with no limitations on the amount of Models they choose to field.

This method provides the fastest way into playing **Halo: Ground Command** and is ideally used by beginners. When creating a Force for the Open Selection format, a player must adhere to only the following simple rules:

► The Force **MUST** contain at least 1 Infantry Unit.
► The Force **MUST** have a single Force Commander.

► **BATTLE GROUP SELECTION** - this represents the typical method of Force Selection where players build their Force according to various Battle Group limitations (see the examples In this chapter) This method provides players with a more immersive, narrative driven gaming experience where their choices are limited and therefore more critical to success.

BATTLE GROUP STRUCTURES

When building a Force using the Battle Group Selection method the Force will comprise a number of Battle Groups that, when combined together, add up to the total amount of MFV agreed upon by both players. These Battle Groups are divided into 2 subtypes: Standard and Specialist Battle Groups.

STANDARD BATTLE GROUPS

The majority of Battle Groups will be taken from the Standard Battle Group structure, and multiple iterations of this type of Battle Group can be used to form a players Force:

UNSC MECHANISED INFANTRY BATTLE GROUP	
Standard Mechanised Infantry Battle Groups MUST have: • Requisite Character Infantry Unit: 1x UNSC Officer Unit • Requisite Infantry Units: 2x UNSC Riflemen Units	
Optional Infantry Units	• One Requisite Riflemen Unit may be replaced with a Fire Support Unit. • Once a player has taken their Requisite Infantry Units, they may then spend 0-6 Build Rating Points on Optional **Infantry Units.** • A maximum of ONE Optional Character Infantry or Heroic Character may be taken in the Battle Group chosen from the following: Spartan,, SPI Fireteam, Heroic Character
Optional Armoured Units	• Once a player has taken their Requisite Infantry Units, they may then spend 0-8 Build Rating Points on Optional **Armoured Units.**
Optional Flyer Units	• Once a player has taken their Requisite Infantry Units, they may then spend 0-6 Build Rating Points on Optional **Flyer Units.**

Above we have a breakdown for a Standard UNSC Mechanised Infantry Battle Group. The graphic denotes the Requisite Units that **MUST** be taken for the Battle Group to be considered game legal. In this case it is an Officer Element (1 Base/ and two Riflemen Units (4 Bases in each).

Alter that the player is free to choose the optional Elements they wish to add, up to a maximum number of Build Rating points in each available category.

In this example, this means the Battle Group could contain up to 6 Build Rating Points in additional Infantry Units **AND** up to 8 Build Rating Points In additional Armored units **AND** up to 6 Build Rating Points in additional Flyer Units.

This delivers a highly flexible system for Force selection ensuring the player can choose the Force that best suits their battle plan and combat style.

SPECIALIST BATTLE GROUPS

These are some of the most exciting, and at times most powerful, Battle Groups you can field. Specialist Battle Groups are unique and so can only be taken **ONCE** in a Force. these specialist formations will commonly break the rules of a Battle Group structure in favour of a more narrative build. Named Force Commanders also tend to field such Battle Groups.

Below is an example of a Covenant Specialist Battle Group. This is a particularly powerful Covenant Specialist Group named The Spectral Host. It permits the fielding of a large number of Ghost Armored Vehicles as Requisite Units, without the requirement, to field any Infantry!

SPECTRAL HOST SPECIALIST BATTLE GROUP

A Spectral Host Battle Group MUST take the following:
Requisite Armored Units: 3x Type-32 Storm Ghosts

Type-32 Storm Ghosts

+

Type-32 Storm Ghosts **Type-32 Storm Ghosts**

Optional Flyer Units
Up to a maximum of 5 BR points

Special Rules: The Swift Death

The specialised combat doctrine of the Spectral Host does not permit any other Infantry or Armored Units to be fielded as part of the Battle Group, but it is possible to allocate a n Air Support Mission Flyer in support of the Battle Group. As new Units are released different Specialist Battle Groups will be detailed for both the UNSC and Covenant.

GAMING CONVENTIONS

Sportsmanship is key to everyone enjoying their time when playing a game such as **Halo: Ground Command**. so here are a few simple guidelines to keep everyone happy:

► If you are planning a game, make sure both players agree whether the Open or Battle Group Selection method is being used to build their Forces. This will avoid any confusion later.
► If you are planning a game, agree in advance how large the Maximum Force Value you want to play will be - this allows both players to go ahead and plan their Forces.
► if you have created a Force that exceeds the Maximum Force Value, make sure you inform your opponent and check they are happy for you to field a force above the agreed limit!

FORCE COMMANDERS AND HEROIC CHARACTERS

Armies in **Halo: Ground Command** are controlled by Force Commanders: individuals capable of inspiring those under their command through a mixture of charisma and tactical genius. The Force Commander will govern a number of things during a game:

- The Size of bonus when players roll Initiative.
- Standard Orders available.
- Special Orders available.
- Unique Abilities.

CHOOSING A FORCE COMMANDER

All Forces are led by a single Force Commander and this should be the first thing you will add to your Force. You **CANNOT** field a Force in **Halo: Ground Command** without a Force Commander. This individual is not present on the battlefield, and is instead located on a distant military base or spaceship. As much as you may want to eliminate your opponent's Force commander – it is simply not an option!

ONE Force Commander *must* be purchased no matter what the Maximum Force Value (MFV) size of a game of **Halo: Ground Command** and the points cost of the Force Commanders added to the points costs of your chosen Units when calculating your total MFV.

GENERIC COMMANDERS

Generic Force Commanders are not standout individuals as such, but represent the general combat methodology of the Faction they represent. They do not have access to Special Orders, but can still execute Unique Abilities. In Competitive/Tournament Games a player may only ever use a Generic Force Commander and **NO** unique Force Commander or Heroic Characters can be used in those types of games.

USING A FORCE COMMANDER

Once you have chosen who will lead your Force, you need to know when to use them. This is situational and will depend on what Phase of a Game Turn you are operating in.

For example, when calculating Initiative (see **PAGE 53**) you can use the Order Dice of your Force Commander to add bonuses; but the **Mark Your Target** Order can only be used In the **Attacks Segment**.

The various chapters of this book detailing the different Phases and Segments of a Game Turn will state when Force Commander orders may be used.

FORCE COMMANDER

NAME	TYPE	ORDER DICE	
LIEUTENANT COLONEL	GENERIC	TOTAL ORDER DICE	3
FACTION	A PTS	ORDER DICE SQUARES	3
UNSC	0	GENERAL ORDER DICE SQUARES	0

B B B

C **STANDARD ORDERS**

Mark Your Target: Once this Order has been issued the UNSC player may add 2 additional Halo Dice to their Attack Dice Pool (including Melee). This Order must be issued prior to any Attack being made.

Take Cover: Once this Order has been issued the player may improve the Cover Level of a target Infantry Unit by 1 Level, up to a maximum of Heavy Cover. In the case of Armoured or Flying Vehicles improve a Unit's Soak statistic by 2. This Order must be issued prior to an enemy's Firing Action taking place.

Stay Sharp: Once this Order has been issued the player may add 2 to a Unit's Reaction Fire result. This Order must be issued prior to any Reaction Fire Test being made

D **UNIQUE ABILITY**

Not One Step Back!: UNSC Commanders are highly trained, highly motivated and an inspiration to the men and women they command. Once per Game Turn, a UNSC Force Commander can select one UNSC Infantry Unit to remove an Activation Token. That Unit can then be selected to Activate or React later during the game turn. This Order must be issued during a UNSC Player's Unit Activation.

ANATOMY OF A FORCE COMMANDER DATA SHEET

Here is an example Data Sheet for a UNSC Generic Force Commander. Imagine this officer Is leading a number of Battle Groups in the heroic defence of Reach. Let's look at the different sections that make up his UNSC Force Commander Data Sheet:

A - Force Points Cost - The addition of this Force Commander to a UNSC force will cost 50 Points. This should be added to the points total for Units and Battle Groups, including any upgrades, when calculating the MFV.

B - Order Dice Squares - This is where unspent Order Dice are replaced after rolling them. As you can see there are three slots and no coloured slots. This Is a generic officer whose command ability is limited. The Order Dice Should be shown face up and only removed from the Data Sheet when they are spent on issuing an Order.

C - Standard Orders - In this section, the Standard Orders available to a Generic Command Will be noted along with the relevant cost in Order Dice.

D - Unique Abilities - This section lists the Special Rule available to a Force Commander, which in this case is the 'Not One Step Back!' ability.

HEROIC CHARACTERS

The Halo Universe is an expansive one and over the years a multitude of exciting Characters and Heroes have evolved. In Halo: Ground Command we call these brave (and sometimes infamous) individuals Heroic Characters. They can range from living legends to artificial intelligences, but no matter what form they take they are always memorable. However, unlike Force Commanders, these Heroic individuals are present on a battlefield and can be eliminated during a game of Halo: Ground Command.

The loss of a Heroic individual can send shockwaves through a Force, so be cautious with their use as you really do not want to be responsible for being the reason a famous character from the Halo Universe is no longer alive!

ORDERS

Orders are a Vitally important aspect of **Halo: Ground Command**, as they represent the influence of Force Commander and Heroic Characters to control and manipulate the military assets they have brought to a ground battle. There are two types of Orders: Standard Orders and Special orders.

Standard Orders represent the tactics, training and stratagems of a particular Force, and different Forces will often have access to a different mix of Standard Orders. An example of Standard Orders include **Mark Your Targets!**, **Stay Sharp!**, and **Take Cover!**. These are common Orders available to Generic Force Commanders.

Special Orders represent the skill, insight, and tactical genius of a famous (and named) Force Commander or Heroic Character. These Orders are not available to Generic Force Commanders. Only Unique Commanders and Heroic Characters will have access to them.

ROLLING ORDER DICE

All Force Commanders and Heroic Characters roll their respective number of Order Dice. These Dice have three distinct icons on their faces, representing Command, Defense, and Attack.

The result of this roll creates what is called the Order Dice Pool, and it is the use of these Dice and their Icons that dictate how a Force Commander or Heroic Character can issue Standard or Special Orders. All Orders in **Halo: Ground Command** are marked with the different dice symbols required to issue the Order.

In the **Pre-Turn Phase** of a game, players will roll a number of Order Dice for each force Commander and Heroic Character separately, placing the Dice results onto the Force Commander or Heroic Character's Data Sheet. Later in a Game Turn, these Dice may be spent by a player to issue Orders - see the **Pre-Turn Phase** chapter on **PAGE 52** for more details.

To issue an Order, a player must have the Order Dice available o n their Data Sheets showing the icons required to Issue that Order. Once spent, these Dice are removed from the Data Sheet and may not be used again in the same Turn. When issuing an Order, the Dice spent to issue the order must all come from one Force Commander **OR** Heroic Character.

IMPORTANT NOTE

Some Data Cards feature a colour-coded General Order Dice square, or squares. The Order Dice placed in these may be used in conjunction with other Data Cards that feature the same coloured square. This is the **ONLY** time that Order Dice may be used across different Force Commanders or Heroic Characters when issuing orders.

Each Order will also specify when, during a Game Tum, It may be played. For example, the Stay Sharp! Order must be played **prior** to any Reaction Test being made by a Unit.

After the Orders Dice have been rolled, a player should think carefully about how best to spend the Dice during a Game Turn to issue Orders. Spending Order Dice to assist with whatever is happening during a battle can be a powerful boost, but this must be balanced with the player's desire to save certain Dice to issue the specific Orders they may have planned for later in the Game Turn. It will always come down to a tactical choice for a player to make.

These are Command Icons. In addition to being spent on Orders requiring Order Dice, the Command Icon is used to provide a bonus when determining Initiative for a Game Turn.

These are Attack Icons. Orders requiring an Attack Icon are typically aggressive in nature.

These are Defence Icons. Orders requiring a Defence Icon will typically help reduce Damage.

KEEPING YOUR ORDER DICE

Order Dice are kept at the discretion of a player and therefore **DO NOT** have to be re-rolled at the beginning of each Game Turn. This is important, as some of the more powerful Orders are difficult to execute, and it may take a number of Turns for a player to generate the Order Dice needed to execute the Order.

For example: in the first Game Turn a player rolls three Order Dice and puts them onto their Force Commander Data Sheet. At the beginning of the next Turn, the player can choose to re-roll ALL of the Order Dice, including those left unused on the Data Sheet, or only re-roll 1 or 2 of them, thus keeping some of the unused Dice on the sheet in preparation for an important Order they want to play later.

The ability to keep back Dice will become more tactical for players when named Force Commanders and Heroic Characters are used in a game as they tend to have more powerful Order, and therefore usually have more Dice and more coloured Dice squares can allow them to share their Dice.

UNIQUE ABILITIES

In addition to their Orders you will also see that force Commanders and Heroic Characters will have their own Unique Abilities. These manifest in a variety of ways, such a s the Covenant's Death to the Heretics ability which allows a Covenant Generic Force Commander to compel a Unit into the heart of the enemy to engage them in brutal Melee combat!

Often, these Unique Abilities will have an attached Orders Dice Cost. For example to use the Death To the Heretics ability a player must have a Command **and** Attack Order Dice available on their Data Sheet. In some rare instances, the Unique ability may even be free!

Supply Drop
Scythe
Supply Drop
Warthogs
Scorpion
Spartan
Zealot
Ghosts
Wraith
Supply Drop
Wraith
Hunters
Supply Drop
Wraith
Spartans
ONI/SPECWAR-AI/ARTC-DIRECT_
SAT/REG_FEED/
ERS_FVB/653//8532568
UNSC

TERRAIN

Terrain in **Halo: Ground Command** gives players a chance to build exciting and narrative battlefields, where careful consideration of Movement and the execution of Attacks are all part of the tactical decisions a Commander would be expected to make.

We will also have a simple Terrain Set-Up Method in the **Pre-Game Set-Up** chapter of the rules, but this is not Intended to be the beginning and the end of Terrain placement. Players should feel free to add as much Terrain as they wish to their games, making whatever battlefields that they want to play on!

On the next page we have listed the Terrain types we have identified as being likely to appear on battlefields within the game. But players should use this as a starting point and feel empowered to innovate further, Inventing other types of Terrain, perhaps even with their own special rules, etc!

COVER LEVEL

The Cover Level of a piece of Terrain determines how difficult It is for an enemy to fire upon a target utilizing said Terrain. For example, hiding in some short grass is not going to give you nearly as much protection as the thick reinforced walls of a Command Bunker! There are three types o f Cover Level conveyed by Terrain during a game:

► None – This refers to pieces of Terrain whose Cover Level is not worthy of creating an impediment to enemy fire. An Attacker targeting an element with a Cover Level of *None* would not suffer any modifier to their firepower Rating for an Attack.
► Light – This refers to pieces of Terrain whose Cover Level is considered to be slight, but still provides some impediment to enemy fire. An attacker targeting an Element with a Cover Level of *Light* would suffer a -1 modifier to their Firepower Rating for the Attack.
► Heavy – This refers to pieces of Terrain whose Cover level is considered to be far superior to all others and as such provides a strong impediment to enemy fire. An Attacker targeting an Element with a Cover Level of *Heavy* would suffer a -2 modifier to their Firepower Rating for an Attack.

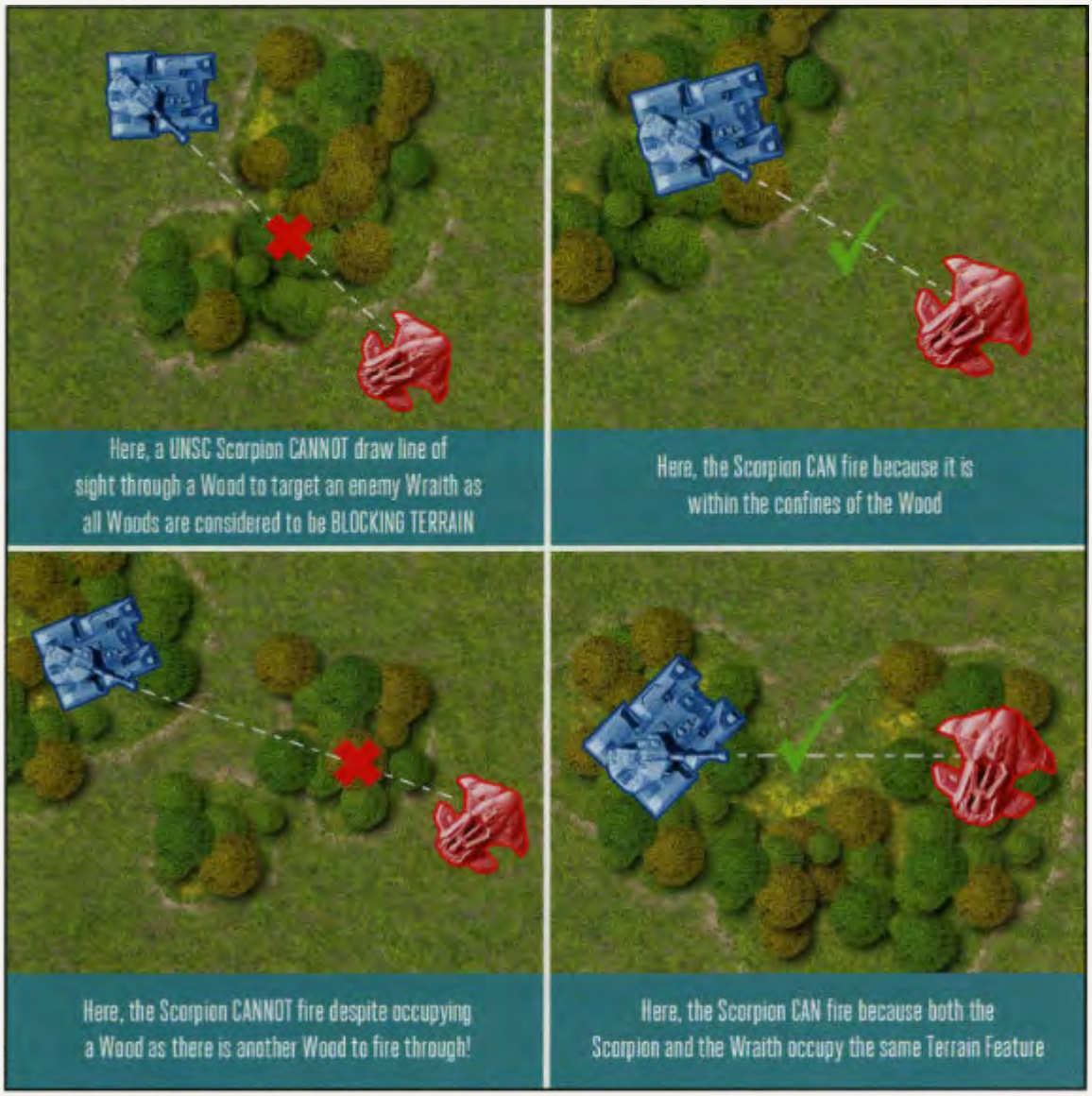
TERRAIN IN HALO GROUND COMMAND

TERRAIN TYPE	COVER LEVEL	LINE OF SIGHT OPEN/BLOCKING	TERRAIN SPECIAL RULES	
Open Ground	–	Open	–	TERRAIN THAT CAN BE TRAVERSED BY ARMORED
Roads	–	Open	Faster Movement	
Rough Ground	–	Open	Hindering	
Woods/Forest	Light	Blocking	Defensible, Hindering	
Hills, Raised Ground	–	Blocking	Elevated Position	
Bunker Complexes	Heavy	Blocking	Defensible, Garrison	TERRAIN THAT CANNOT BE TRAVERSED BY ARMORED
Light Buildings	Light	Blocking	Defensible, Garrison	
Wreckage	Light	Blocking	Hindering	
Water Features	–	Open	Hindering	
Trenches	Heavy	Open	Defensible, Garrison, Hindering	
Barricades	Heavy	Open or Blocking (player's choice)	Defensible, Linear Obstacle, Hindering	

OPEN AND BLOCKING TERRAIN

When it comes to determining Line of Sight, Terrain is classified as being either Line of Sight Open or Blocking:

► Open Terrain does not impede Line of Sight for Elements to engage each other in any way. This means that Elements can see entirely though a piece of Open Terrain to Attack targets beyond it.
► Blocking Terrain blocks Line of Sight completely. and does not permit any Attack that completely intersects its area. This means that Elements cannot draw a Line of Sight through a piece of Blocking Terrain to Attack targets beyond It. Please see the examples on the next page.



Here, a UNSC Scorpion CANNOT draw line of sight through a Wood to target an enemy Wraith as all Woods are considered to be BLOCKING TERRAIN

Here, the Scorpion CAN fire because it is within the confines of the Wood

Here, the Scorpion CANNOT fire despite occupying a Wood as there is another Wood to fire through!

Here, the Scorpion CAN fire because both the Scorpion and the Wraith occupy the same Terrain Feature

TERRAIN SPECIAL RULES

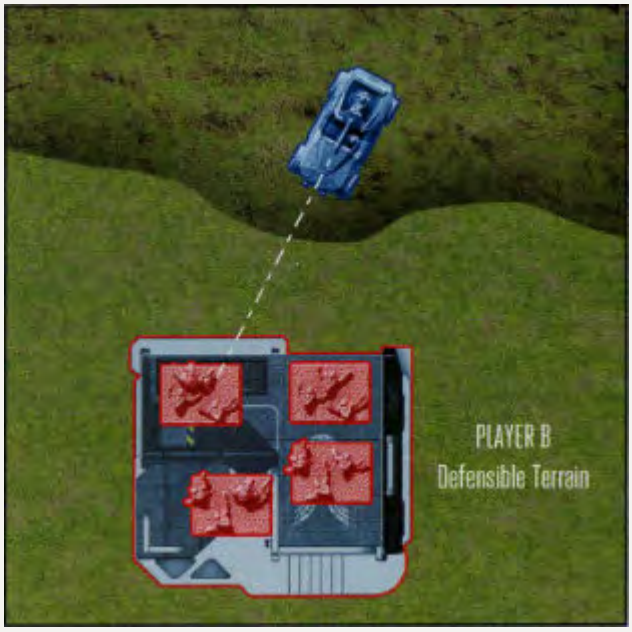
Certain Terrain will have Special Rules attached to it that allows for the combination of general effects to take place when Models interact with it, making such Terrain more interesting and therefore strategic:

► Defensible – Terrain that is classified as Defensible allows the Defender to resolve their Melee Attacks BEFORE those of any charging Elements, giving them an often decisive advantage. To gain the benefit of this rule all Bases in a Unit MUST be fully within Its confines.

If both Defender and Attacker are in the same piece of defensible terrain for any reason when a charge Is declared. then **neither** Unit gains any advantage and Melee combats performed simultaneously instead!

► Hindering – Infantry and Armored Elements may not move Flat Out within the confines of a Terrain feature with the Hindering Special Rule. Basic Moves, Charging, or Ramming are not affected.

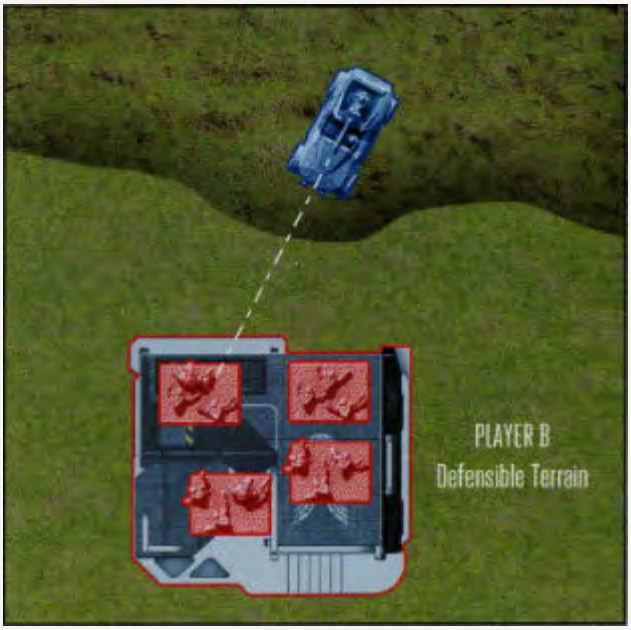
For example, a Unit of UNSC Infantry attempt to move across a patch of Rough Ground. The Terrain has the **Hindering Special Rule** and so the Infantry Unit may ONLY perform a Basic or Charge Move Action when moving across the Rough Ground.



In the example above, a Unit of UNSC Troopers have taken shelter in a **Bunker** which has the **Defensible Special Rule**. A Covenant Unit elects to Charge them, moving into Base contact with the Bunker itself. The UNSC Unit gets to resolve their **Melee Attack** first because of the Defensible rule coming into play, with the surviving Covenant then allowed to roll their Melee Dice after that.

Note: this is the only time a Defender gets to roll **before** a charging enemy in Melee, making Defensible Terrain invaluable to the survival of static battle lines!

► Elevated Position – Elements in an Elevated Position will have a more commanding view of the battlefield, ensuring they are able to rain down devastating ordnance from afar. **All** Elements in a piece of Terrain classed as an Elevated Position gain **+1** to their Firepower Rating when targeting enemies below them (I.e. those who are not also on a piece of Terrain with the Elevated Position Special Rule). Models In Elevated Positions are **NOT** Blocked by intervening Elements, but may still be Blocked by Blocking Terrain as normal.



In the example above, a UNSC Warthog on top of a hill opens fire on a Covenant Unit of Grunts which are sheltering in a Building. The Building would ordinarily confer a -2 Heavy Cover modifier to the Firepower Rating, but with the Elevated Position bonus this becomes just a **-1** modifier. **-2** for the Building Heavy Cover and **+1** for the Elevated Position of the Warthog!

► Faster Movement – This rule will often be given to Roads, Runways, or any other form of flat surface that can be considered to be entirely free of obstructions. If an Armored or Infantry Element makes its **entire** Move on Terrain with this rule they may increase the total distance moved by **3"**.

In the example above, a UNSC Scorpion is hunting a Covenant Wraith that has taken cover behind some woods. The Scorpion has a Basic Move of **8"**. To this, they can add a further **3"** taking the total movement to **11"** if the Scorpion spends its **entire** movement on the Road, and because this is a Basic Move, the Scorpion can now engage the Wraith.

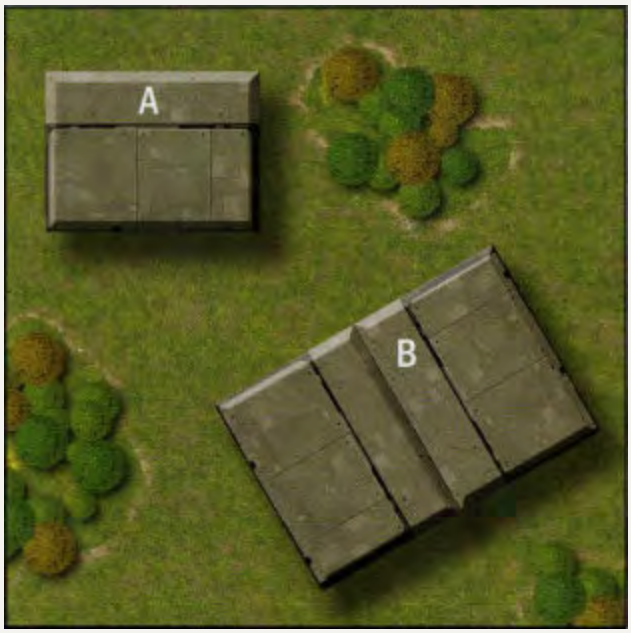
► Garrison – This refers to a piece of Terrain that can be occupied by Infantry Elements to provide a greater level of Cover - most commonly this will take the form of Buildings such as Fortified Bunkers, but other more unusual pieces of Terrain may also be deployed with the Garrison Special Rule. We would recommend that no Garrison Terrain be larger than 5" x 5" in size. Garrison Terrain is always considered to have the Defensible Terrain special rule. meaning that occupants **ALWAYS** go first in the initial round of Melee Fighting. Only one Unit can Garrison a single Building at any given time.

Garrison Terrain may not have more than 4 Elements of infantry from the same Unit occupying it at any given time unless a Scenario states otherwise. All Ranged Attacks, In or out. are measured to and from the centre of the Terrain itself rather than the individual Elements. The

garrisoning player may decide the order o f casualty removal amongst their Bases - rather than choosing the closest as is normal.

Infantry Elements looking to garrison inside a Building do so by moving fully Inside It. They are then deemed to have entered the Terrain and garrisoned it. If an Element cannot fully move inside it, they are unable to garrison it that Game Turn - simply place the Element next to the Building. A Unit can garrison a Building using a Basic Move Action or Flat Out Move Action. It is therefore possible for some Elements of a Unit to be garrisoned and some waiting outside to enter; but they must maintain coherency. Units with Elements inside and outside cannot take advantage of the Defensible rule.

Only one Unit can Garrison a Building at any given time. If a player wishes to occupy a Building currently occupied by an enemy Unit, they must first remove it by performing ranged Attacks or charging into Melee and driving them out.

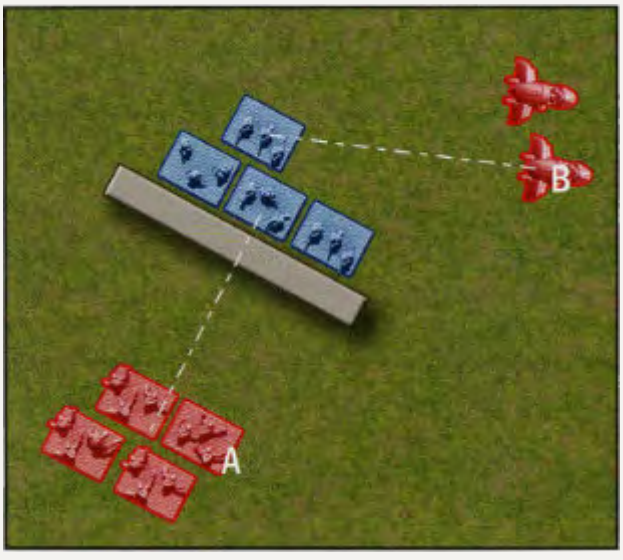


In the example above, we see two buildings that can be Garrisoned. Building **A** can house up to **4** Infantry Bases and building **B**, which has been made by pushing two single buildings together, can house up to **8** Infantry Bases. Each building is treated as a separate entity during a game.

STORMING ACTIONS: Should a Defending Infantry Unit lose a Melee against an Attacker while occupying a Garrisoned Building, they must move **4"** away from the feature as normal. The Attacker is then permitted to make a free move to occupy the Terrain if they wish: assuming they are Infantry, since Armored or Flyer Units may **never** occupy a building.

► Linear Obstacles – This Terrain is identified as having no footprint other than itself (I.e. it has no Base) and is best viewed as an impediment to Movement and Firing. Infantry Elements can claim a Cover Level and Defensible bonuses from this Terrain provided that at least half of the Unit is in base-contact with the Linear Obstacle.

Elements taking shelter behind a Linear Obstacle do not gain any form of Cover or Defensible rules if the majority of the Attackers engage from a position not obstructed by the Obstacle. A Unit may only make Base contact with a Linear Obstacle occupied by an enemy Unit if it declares a Charge in the ensuing Melee. **ALL** models in **BOTH** Units are considered to be in Base contact with each other.



In the example above, a Unit of UNSC Troopers can claim a Heavy Cover bonus from the Grunts (A) because they are behind a concrete Linear Obstacle, but CANNOT claim the bonus from the two Ghosts (B) who can draw a clear Line of Sight to the UNSC Troopers.

SETTING UP A GAME OF HALO: GROUND COMMAND

When organizing a game of **Halo: Ground Command**, the players will need to decide on a number of conditions. Like all things, good forward planning will help you bring your games together! In this chapter, we provide you with a simple **Skirmish** game. designed to introduce new players to the game. Beyond that, we have an easy to use **Scenario Generator** that will allow you to play more tactical Scenarios that can be randomly generated before a game.

GAME SIZE

The Game Size is determined by the number of points each player will spend on their Force. This number, as discussed in the **Force Building** chapter (see **PAGE 21**) is known as the Maximum Force Value (or MFV). The MFV chosen by the players will dictate two things: the first and most obvious being the number of Battle Groups, and therefore the number of Models that are on the table. And secondly the MFV will have an impact on the recommended size of the battlefield.

SIZE OF THE BATTLEFIELD

As previously stated, the battlefield is the table area of ground upon which a battle takes place. While **Halo: Ground Command** can be played on any size table we recommend that no edge of the battlefield is less than 3', unless a specific Scenario is being played which dictates a smaller area Is used.

Typically, the battlefield will be a table space of around 4' by 4', although it may be extended to 4' by 6' or even 4' by 8’ for bigger engagements!

The table below shows the recommended battlefield sizes for various MFV. When players are familiar with the game they should feel free to determine what sort of feel they like for their games. Generally, the larger the table space compared to the MFV, the more high speed maneuvering and long range fire will be involved. While with the smaller the table size compared to the MFV, the more intense and bloody the struggle will be. The quantity of Terrain on the table will also significantly affect the game's feel and tactical focus.

RECOMMENDED BATTLEFIELD SIZES

Maximum Force Value (MFV)	Up to 1500 Pts	1501-3000 Pts	For every extra 1500 Pts beyond 3000
Recommended Battlefield Size	4’ by 4’	4’ by 6’	Add an additional 2’ to the table width

BUILDING YOUR FORCE

The rules for constructing your Forces are covered in more detail in the **Force Building** chapter (see **PAGE 20** for more details), but once players have agreed on the MFV, and thus battlefield size, and whether they'll be playing a simple **Skirmish** or a random **Scenario**, they can then sit down on their own time and build their Force!

While building your Force can be done just prior to the game. It is typical, and Indeed recommended, for players to design their Forces well in advance of a game. This allows players to plan more carefully on what Units they will Include and therefore the sorts of tactics they will try to employ in their goal of achieving victory over their opponent!

Checkout **Appendixes 2** and **3** for details of how to build Standard infantry and Standard Armored Battle Groups for the UNSC and Covenant.

UNSC Mechanized Infantry
Standard Battle Group

Generic Force Commander
Lieutenant Colonel

Required Units	
1x Officer	0 points
1x Riflemen with Corporal	80 points
1x Riflemen with Corporal	90 points
Optional Infantry Units	90 points
1x Spartan - 220 points	
1x Riflemen with Corporal	90 points
1x Fire Support (with Rocket Launchers)	120 points
1x Fire Support (with HMGs & Corporal)	130 points
Optional Armored Units	
2x Warthogs (with Chaingun)	200 points
Optional Flyer Units	
1x Pelican	200 points
Price Total	1000 points

SCENARIO BASICS & RANDOM TERRAIN

Scenarios have a number of universal terms that apply to a game type. These are noted In this chapter along with the rules that are consistent across all Scenarios in **Halo: Ground Command**.

THE SCENARIO MAP

All Scenarios have a Map – this represents the battlefield being fought over. The Scenario Map will generally show Deployment Zones, Entry Points, Sectors, and other notable areas of interest.

RANDOM TERRAIN GENERATION

Players who do not wish to place their Terrain by mutual consent may use the following method instead. This method is designed for playing a competitive game rather than a narrative one.

A battlefield is always divided into Sectors into which Terrain Is placed: Sectors should be 2' x 2' squares within the battlefield. For example, a 4’ x 4' battlefield will have 4 Sectors, while a larger battlefield may have 6 to 8, or even more.

For each Sector on a battlefield, each player rolls a Halo Die:

- ► On a roll of or , the player MUST place a piece of Terrain.
- ► On a roll of , the player may CHOOSE whether or not to place a piece of Terrain.
- ► On the result of a , the player does NOT place Terrain.

The type of Terrain a player chooses to place is up to the player, or what has been made available to them in the case of competitive play. Terrain rules and sizes are described in detail In the **Terrain** chapter on **PAGE 29**. Terrain placed by a player should sit entirely within the relevant Sector. There must be a gap of at least 4" between placed Terrain pieces unless the terrain has multiple pieces, such as placing 3 large barricades, or both players agree otherwise. You might decide to put a forest on top of a hill, for example. Terrain plays an important role In a game of **Halo: Ground Command**.

As well as looking great, Terrain will help break up Line of Sight for Units, forcing players to embrace more tactical maneuvering, which makes for all-round better games.

PLACED OBJECTIVES

In some Scenarios there will be a call for Placed Objectives to be used. A Placed Object is treated as a piece of Terrain in its own right and should be no larger than 5”x5” in footprint, and is added to the table **AFTER** all Terrain has been decided upon. Players should communicate to ensure these additional pieces of Terrain are added to best compliment the Terrain they have already placed.

Only Infantry Elements can capture Placed Objectives In-game. Armored and Flyer Elements cannot capture or contest objectives. Objectives are captured by Garrisoning the Objective (see **PAGE 33**) if It is a building, or moving into Base contact if it is not. The Unit must remain in place until Victory Points Scoring Is performed in the **End Phase**.

ATTACKERS AND DEFENDERS

Often Scenarios will specify if there are Attackers and Defenders. This Is to allow specific gaming conditions to apply to things like Deployment, Reserve Forces and so on.

BOARD EDGE

After Terrain has been placed each player should roll a number of Order Dice equal to the number they have available from their Force Commanders and Heroes from their Force. The player who has rolled the highest number of Command Icons (/) may choose their preferred Board Edge, and the other player will take the opposite Board Edge, In the case of a tie, re-roll all Order Dice until a clear winner Is determined. In cases where no Board Edges are used, a different method for determining such effects will be shown.

DEPLOYMENT ZONE

The Deployment Zone is an area into which players deploy their Force. Each Deployment Zone will be clearly noted on a Scenario Map.

THE DEPLOYMENT PROCESS

Unless otherwise stated in a specific Scenario, all Deployments are done in an alternating process of one Battle Group at a time. Unless otherwise noted in a specific Scenario, the player who **lost** the roll for the Board Edge may decide to deploy first or second. If it is a player's turn to deploy, they must select one of their Battle Groups and place all of its Units Inside their Deployment Zone with Elements from a Unit being placed within Coherency of each other.

Once the first player has deployed a Battle Group, their opponent deploys one of their own Battle Groups following this same procedure. Deployment alternates back and forth, with each player taking it in turn to deploy a Battle Group. As a sign of good sportsmanship, Players should declare what Battle Group they are placing. Once all Battle Groups have been deployed, the first Game Turn begins with the rolling of Order Dice In the **Pre-Turn Phase**.

SCORING VICTORY POINTS

Victory Points (VPs) are always awarded in the **End Phase** of each **Game Turn**. In every scenario Players will be directed as to how VPs are scored.

In some Scenarios additional VPs can be scored by Destroying a certain Unit (such as an Officer or Character), by breaking through battle lines, or capturing a location on the Scenario Map. See each Scenario for additional VPs on offer.

MAXIMUM TURN LIMIT

A Scenario In Halo: Ground Command will normally last a set number of Game Turns or until one player has achieved their Victory Points Target.

ZERO GROUND PRESENCE

Should a player ever reach a point where they have no Infantry or Armored Elements present on the battlefield at the end of a Game Turn they have automatically **LOST**, suffering a **Crushing Defeat**.

NOTE: Having a surviving Flyer Element left in a Battle Group that is off the board - such as a Longsword - does not stop an automatic loss, as they are unable to maintain a tenable grasp of the battlefield and will automatically withdraw when no Ground Units remain to continue the battle.

PLAYING YOUR FIRST GAME

The map below shows a simple Skirmish Scenario made for a 4'x4' battlefield. This is an ideal Scenario for new players to learn how to play! It Is a good idea to have the Core Rulebook and any relevant Unit Cards with you for reference. See our recommended Starting Forces in the Appendix.

TERRAIN

Players should mutually agree on how much Terrain they wish to put into play, or use the method for Random Terrain on **Page 37**.

ATTACKERS AND DEFENDERS

There is no Attacker or Defender.

BOARD EDGE

After Terrain has been placed each player should roll a number of Order Dice equal to the number they have available on their force Commander and Hero Cards In their Force. The player who has rolled the highest number of Command Icons (/) may choose their preferred Board Edge and the other player will take the opposite Board Edge. In the case of a tie, re-roll until there is a winner.

OBJECTIVES

There are no Placed Objectives in this Scenario.

DEPLOYMENT

Each Player deploys their forces in the Deployment Zones as shown. No Air or Ground Reserves are available in this Scenario.

VICTORY CONDITIONS

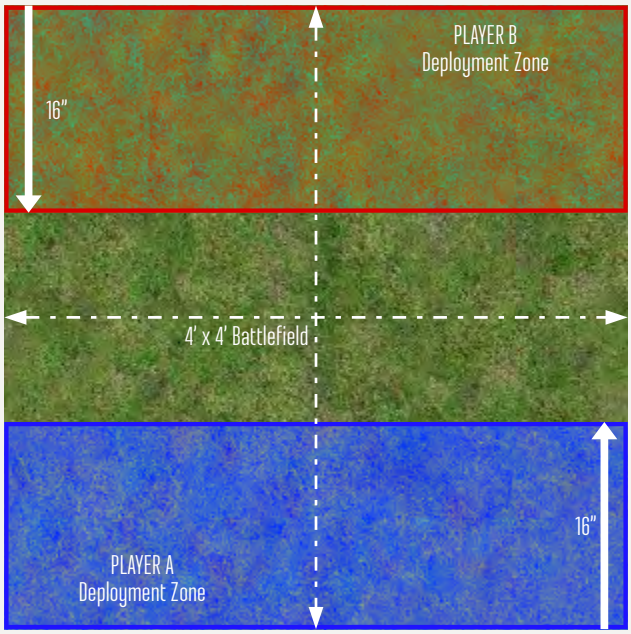
In this Skirmish Scenario the following Victory Conditions apply:

► Build Rating Destruction – A player gains VPs immediately for each Build Rating Point from Destroyed Enemy Elements.

TURN LIMIT

The Game Turn limit of this game is **4 Game Turns**.

Armed with this Scenario, all you need to do is grab your opponent, follow the rules above and get your Forces fighting. Once you have familiarized yourself with the rules of the game using this scenario, move on to the Scenario Generator a few pages further in where new challenges await you!



SCENARIO GENERATOR TABLE	PLAYER 1 RESULT			
PLAYER 2 RESULT				
	ANNIHILATION	AMBUSH (Player 1 is Attacker)	ASSASSINATE (Player 1 is Attacker)	DEMOLITION (Player 1 is Attacker)
	RAIDERS (Player 2 is Attacker)	KING OF THE HILL	TAKE AND HOLD	MEAT GRINDER (Player 1 is Attacker)
	ASSASSINATE (Player 2 is Attacker)	TAKE AND HOLD	KING OF THE HILL	RAIDERS (Player 1 is Attacker)
	DEMOLITION (Player 2 is Attacker)	MEAT GRINDER (Player 2 is Attacker)	AMBUSH (Player 2 is Attacker)	ANNIHILATION

USING THE SCENARIO GENERATOR

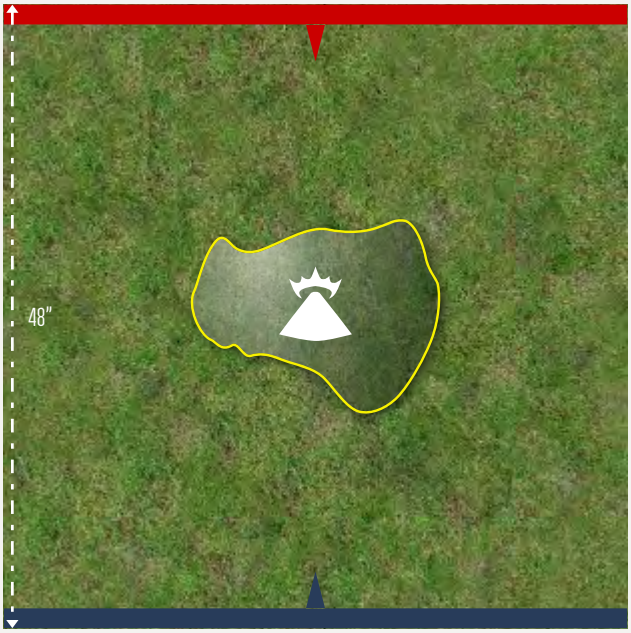
After both players have completed the process of organising their game they should decide who will be **Player 1** and who will be **Player 2**. Once decided, both players must roll a Halo Die and cross-reference the results on the table above to determine the Scenario that they will be playing.

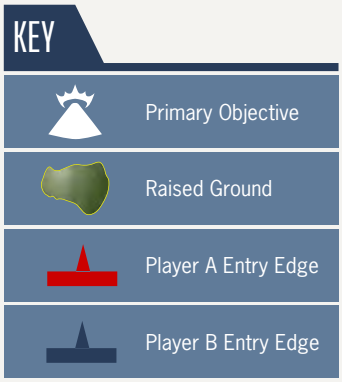
For example:
Emile decides to be player 1 and rolls a . Kat is Player 2 and rolls a . Looking at the table, it is clear the game will be a **Meat Grinder Scenario** where Emile will be the **Attacker**.

Each Scenario description will dictate how to place Terrain, any special rules for Deployment, provide the Victory conditions for the Scenario and dictate the Victory Point rules.

Scenarios will also state a Game Turn Limit. This is the maximum number of Turns the game runs for. If neither player is able to achieve the Victory Conditions of the Scenario by the **End Phase** of the final **Game Turn** listed in the Turn Limit, then the Game is over, and the player with the highest number of Victory Points at that stage wins the battle.

In the following pages are the Scenarios listed in the Scenario Generator Table. The Scenario Map represents a minimum 4' by 4' battlefield. However, we highly recommend that a 6' x 4' gaming area is used as this allows for more tactical gameplay, especially when you are playing a larger MFV game. If using a larger battlefield, alter the proportions of the Scenario Maps accordingly.





KING OF THE HILL

5 Turn Limit

TERRAIN

Players should mutually agree on how much Terrain they wish to put into play, or use the method for Random Terrain on **Page 37**. The only stipulation for Terrain Placement Is that the exact center of the table **MUST** have a placed Raised Terrain Feature (such as a Hill or Raised Ground). The exact center should then be marked with Garrison Building to act as a Placed Objective. forming the focus of the battle to come! All other Terrain should be placed in addition to this requisite piece of Terrain.

ATTACKER AND DEFENDER

This Scenario has no Attackers and Defenders.

BOARD EDGE AND DEPLOYMENT ZONES

After Terrain has been placed. both players roll the number of Order Dice available to each player through their Force Commander and any Heroes present. The player with the most Command Icons (/) chooses their preferred Deployment Zone. The other player then must take the opposing Deployment Zone. In the event of a tie, re-roll until there is a winner.

DEPLOYMENT

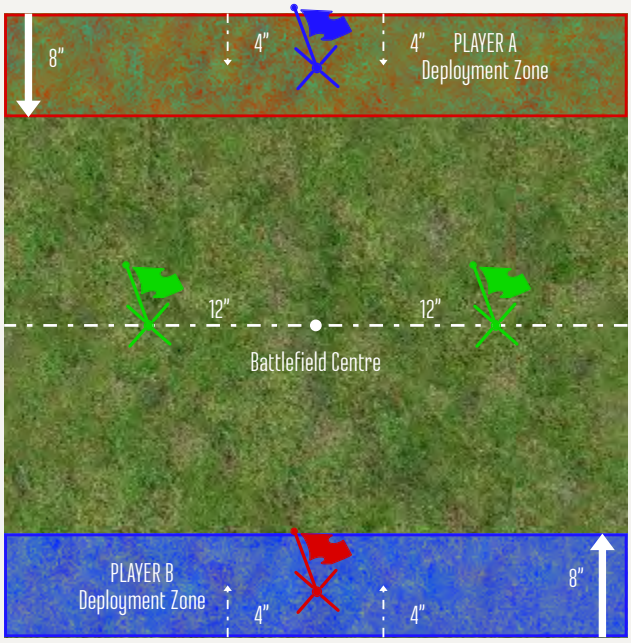
This Scenario does not use Deployment Zones. Units move on from their Board Edge during the first Game Turn, treating their Board Edge as the beginning of their Movement.

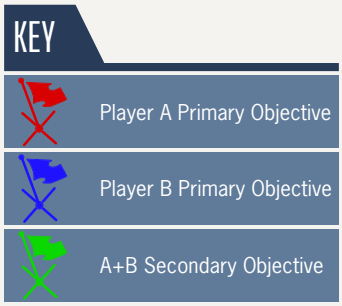
Both **Ground Reserves** and **Air Reserves** are permitted in this Scenario.

VICTORY CONDITIONS

The following Victory Conditions apply:

► Placed Objective Control - A player with an Infantry Unit occupying the Placed Objective during the End Phase gains an additional **+3 VPs** each Game Turn.
► Build Rating Destruction - A player gains VPs Immediately for each Build Rating Point allocated to a Destroyed enemy.
► Battle Group Destruction - A Player gains **+4 VPs** for each Battle Group completely wiped out.





TAKE AND HOLD

6 Turn Limit

TERRAIN

Players should mutually agree on how much Terrain they wish to put into play, or use the method for Random Terrain on **Page 37**.

ATTACKER AND DEFENDER

This Scenario has no Attackers and Defenders.

BOARD EDGE AND DEPLOYMENT ZONES

After Terrain has been placed. both players roll the number of Order Dice available to each player through their Force Commander and any Heroes present. The player with the most Command Icons (/) chooses their preferred Deployment Zone. The other player then must take the opposing Deployment Zone. In the event of a tie, re-roll until there is a winner.

OBJECTIVES

In this Scenario each player places a Primary Placed Objective **4"** onto the table measured from the center of their Board Edge. Then each player places a Secondary Placed Objective **12"** away from the table's central point, measuring along the center line. All Placed Objectives should be Garrison Buildings.

DEPLOYMENT

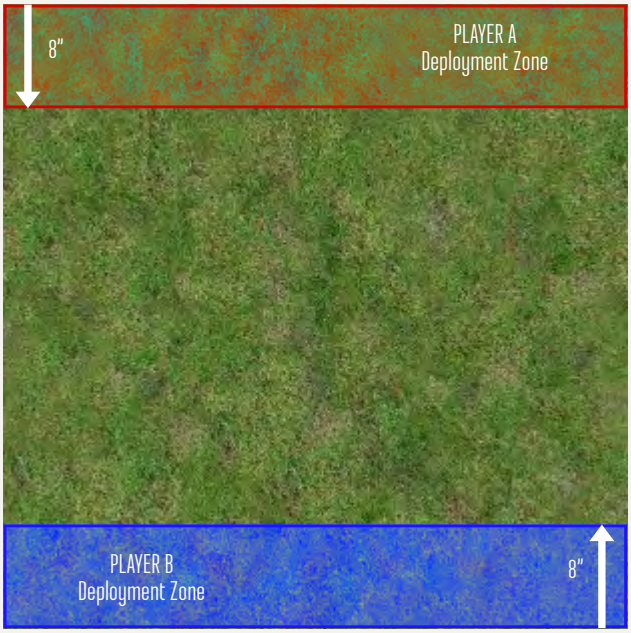
Each Player must deploy their forces in the Deployment Zones as shown. Both **Ground Reserves** and **Air Reserves** are permitted in this Scenario.

VICTORY CONDITIONS

The following Victory Conditions apply:

► Primary Objective Control - A player with an Infantry Unit occupying their Primary Objective during the End Phase gains an additional **+6 VPs** each Game Turn they control the Objective.
► Secondary Objective Control - A player with an Infantry Unit occupying a Secondary Objective during the End Phase gains an additional **+2 VPs** each Game Turn.
► Build Rating Destruction - A player gains VPs immediately for each Build Rating Point allocated to a Destroyed enemy.

Remember that only one Unit can Garrison a Building at any given time, If a player wishes to claim an Objective, and an enemy Unit already occupies it, they must first be removed by performing Ranged Attacks or charging Into Melee and driving them out!



ASSASSINATE

5 Turn Limit

TERRAIN

Players should mutually agree on how much Terrain they wish to put into play, or use the method for Random Terrain on **Page 37**.

ATTACKER AND DEFENDER

This Scenario has no Attackers and Defenders.

BOARD EDGE AND DEPLOYMENT ZONES

After Terrain has been placed. both players roll the number of Order Dice available to each player through their Force Commander and any Heroes present. The player with the most Command Icons (/) chooses their preferred Deployment Zone. The other player then must take the opposing Deployment Zone. In the event of a tie, re-roll until there is a winner.

DEPLOYMENT

Each Player must deploy their forces in the Deployment Zones as shown.

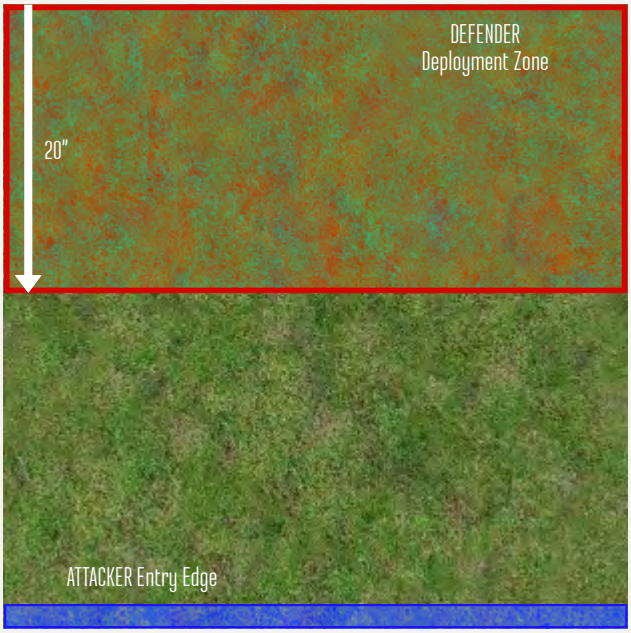
Both **Ground Reserves** and **Air Reserves** are permitted in this Scenario.

Players should identify to their opponent which Elements have the Commanding Presence Loadout.

VICTORY CONDITIONS

The following Victory Conditions apply:

► Target Eliminated - Each Command Element (identified by having the Commanding Presence [X"] Loadout) in the Enemy Force is a viable target for assassination! Should your Enemy succeed in killing any of your Command Element(s), the enemy gains **+3 VPs** in addition to the normal Victory Points awarded for each Build Rating Point allocated to a Destroyed enemy.
► Build Rating Destruction - A player gains VPs immediately for each Build Rating Point allocated to a Destroyed enemy.



MEAT GRINDER

6 Turn Limit*

TERRAIN

Players should mutually agree on how much Terrain they wish to put into play, or use the method for Random Terrain on **Page 37**.

ATTACKER AND DEFENDER

This Scenario uses Attackers and Defenders.

BOARD EDGE AND DEPLOYMENT ZONES

After Terrain has been placed. both players roll the number of Order Dice available to each player through their Force Commander and any Heroes present. The player with the most Command Icons (/) chooses their preferred Deployment Zone. The other player then must take the opposing Deployment Zone. In the event of a tie, re-roll until there is a winner.

DEPLOYMENT AND RESERVES

Each Player must deploy their forces in the Deployment Zones as shown. A minimum of **25%**, and a maximum of **50%** of the Defender's Maximum Force Value in Build Rating Points MUST be held back as Ground Reserves in this Scenario.

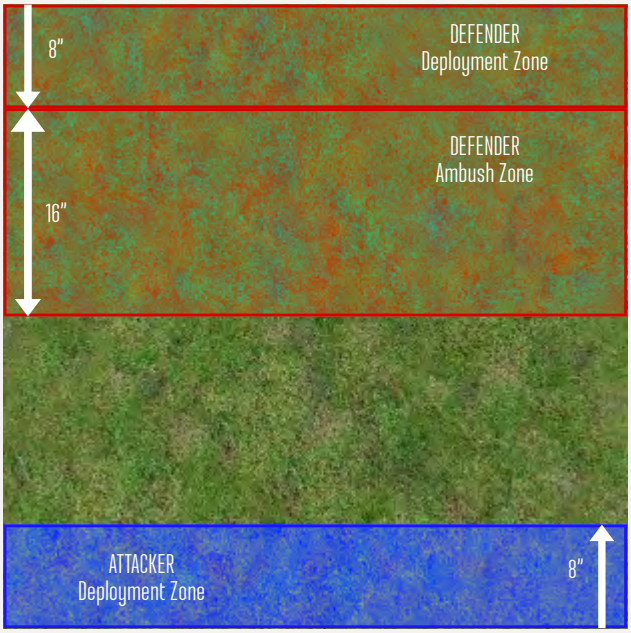
Ground Reserve Units MUST be announced as being available at the Start of any Game Turn after the first Turn and begin moving onto the battlefield using the Defender's Long Board Edge as a starting point. Alternatively, the Reserves may be deployed using the **Combat Drop Mission** as normal.

No **Air Reserves** are available in this Scenario.

VICTORY CONDITIONS

The following Victory Conditions apply:

► Build Rating Destruction – The Attacking player gains VPs immediately for each Build Rating Point allocated to a Destroyed enemy Unit. The Defending player ignores the first **10 VPs** they earn from Build Rating Destruction, only taking note of their Vps after the first **10** have been generated.
► Battle Group Destruction- A Player gains **+4 VPs** for each Battle Group completely wiped out.
► Overwhelmed- Should the Defender be wiped out, with no table presence (even if they have forces held In Reserve) the game is automatically considered to be a **Crushing Victory** for the Attacker.



AMBUSH

5 Turn Limit

TERRAIN

Players should mutually agree on how much Terrain they wish to put into play, or use the method for Random Terrain on **Page 37**.

ATTACKER AND DEFENDER

This Scenario uses Attackers and Defenders.

BOARD EDGE AND DEPLOYMENT ZONES

After Terrain has been placed. both players roll the number of Order Dice available to each player through their Force Commander and any Heroes present. The player with the most Command Icons (/) chooses their preferred Deployment Zone. The other player then must take the opposing Deployment Zone. In the event of a tie, re-roll until there is a winner.

DEPLOYMENT

The Defender may elect to divide their Forces in to two parts: Main Force and Ambushers (see Notes 1 and 2). The process for Deployment is as follows:

► The Defender must deploy their Main Force In the Deployment Zone as shown.
► The Attacker then deploys their full force.
► After this the Defender may deploy their Ambushers in the Ambush Zone.

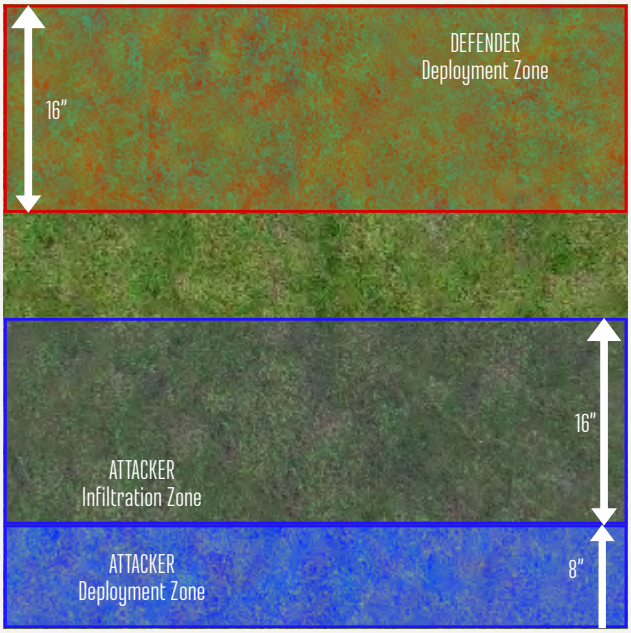
- ► Note 1: A limit of up to **25%** of the Defender's Force may be Ambushers in this Scenario.
- ► Note 2: No Unit designated as Ambushers may exceed a Build Rating of 2.

The Defender may utilize **Air Reserves** in this Scenario. The Attacker may not. The Attacker may use **Ground Reserves**. The Defender may not.

VICTORY CONDITIONS

The following Victory Conditions apply:

► Build Rating Destruction - A player gains VPs immediately for each Build Rating Point allocated to a Destroyed enemy.
► Battle Group Destruction - A Player gains **+4 VPs** to each Battle Group completely wiped out.



RAIDERS

5 Turn Limit

TERRAIN

Players should mutually agree on how much Terrain they wish to put into play, or use the method for Random Terrain on **Page 37**.

ATTACKER AND DEFENDER

This Scenario uses Attackers and Defenders.

BOARD EDGE AND DEPLOYMENT ZONES

After Terrain has been placed. both players roll the number of Order Dice available to each player through their Force Commander and any Heroes present. The player with the most Command Icons (/) chooses their preferred Deployment Zone. The other player then must take the opposing Deployment Zone. In the event of a tie, re-roll until there is a winner.

DEPLOYMENT

The Defender may elect to divide their Forces in to two parts: Main Force and Ambushers (see Notes 1 and 2). The process for Deployment is as follows:

► The Attacker must deploy their Main Force In the Deployment Zone as shown.
► The Defender then deploys their full force.
► After this the Attacker may deploy their Infiltrators in the Infiltrator Zone.

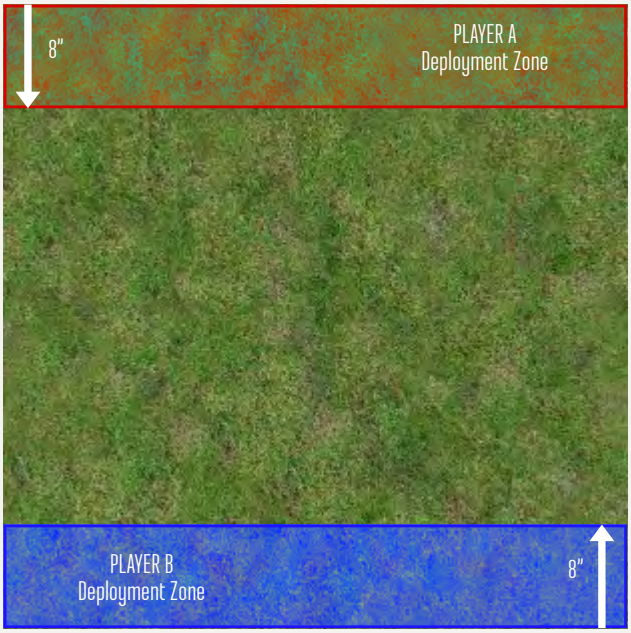
► Note 1: A limit of up to **50%** of the Attacker's Force may be Infiltrators in this Scenario.
► Note 2: No Unit designated as Infiltrators may exceed a Build Rating of 2.

The Attackers may utilise **Air Reserves** in this Scenario. The Defender may not. The Defender may use **Ground Reserves**. The Attacker may not.

VICTORY CONDITIONS

The following Victory Conditions apply:

► Build Rating Destruction - A player gains VPs immediately for each Build Rating Point allocated to a Destroyed enemy.
► Battle Group Destruction - A Player gains **+4 VPs** to each Battle Group completely wiped out.



ANNIHILATION

6 Turn Limit

TERRAIN

Players should mutually agree on how much Terrain they wish to put into play, or use the method for Random Terrain on **Page 37**.

ATTACKER AND DEFENDER

There are no Attackers and Defenders in the Scenario. When selecting forces BOTH players MUST take at least **25%** of their Force made up of Armoured and Flyer units.

BOARD EDGE AND DEPLOYMENT ZONES

After Terrain has been placed. both players roll the number of Order Dice available to each player through their Force Commander and any Heroes present. The player with the most Command Icons (/) chooses their preferred Deployment Zone. The other player then must take the opposing Deployment Zone. In the event of a tie, re-roll until there is a winner.

DEPLOYMENT AND RESERVES

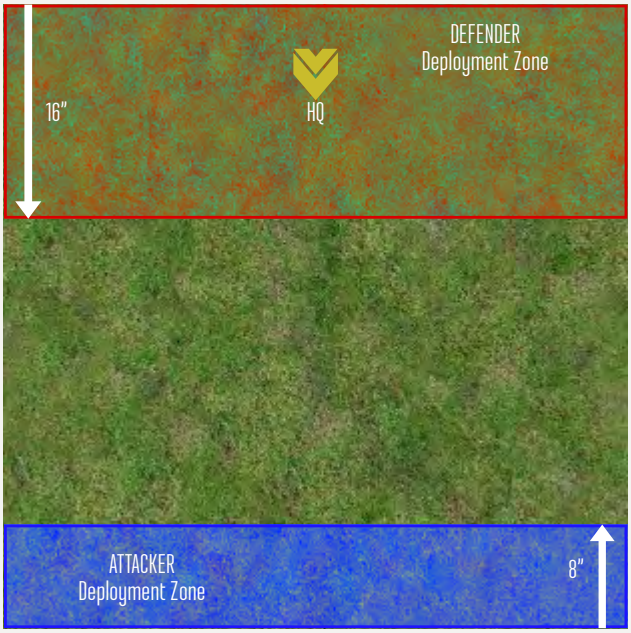
Each Player must deploy their forces In the Deployment Zones as shown.

Both **Ground Reserves** and **Air Reserves** are permitted in this Scenario.

VICTORY CONDITIONS

The following Victory Conditions apply:

► Build Rating Destruction – A player gains VPs immediately for each Build Rating Point allocated to a Destroyed enemy.
► Battle Group Destruction – A Player gains **+4 VPs** to each Battle Group completely wiped out.
► Armour Destruction – A player gains an additional **+1 VP** immediately for each Destroyed enemy Armoured Unit. This is in addition to the normal Victory Points awarded for each Build Rating Point allocated to a Destroyed enemy.
► Flyer Destruction – A player gains an additional **+2 VPs** immediately for each destroyed enemy Flyer Unit. This is in addition to the normal Victory Points awarded for each Build Rating Point allocated to a Destroyed enemy.



DEMOLITION

6 Turn Limit

TERRAIN

Players should mutually agree on how much Terrain they wish to put into play, or use the method for Random Terrain on **Page 37**.

ATTACKER AND DEFENDER

There are no Attackers and Defenders in the Scenario. When selecting forces BOTH players MUST take at least **25%** of their Force made up of Armoured and Flyer units.

BOARD EDGE AND DEPLOYMENT ZONES

After Terrain has been placed. both players roll the number of Order Dice available to each player through their Force Commander and any Heroes present. The player with the most Command Icons (/) chooses their preferred Deployment Zone. The other player then must take the opposing Deployment Zone. In the event of a tie, re-roll until there is a winner.

OBJECTIVES

The Defender has a Placed Objective (represented by a Building or Bunker) **8"** onto the table measured from the centre of their Board Edge. The Placed Objective is considered to be Armoured, and has a Damage Track of **9•9•9**.

DEPLOYMENT AND RESERVES

Each Player must deploy their forces In the Deployment Zones as shown.

Both **Ground Reserves** and **Air Reserves** are permitted in this Scenario.

VICTORY CONDITIONS

The following Victory Conditions apply:

► Placed Objective Captured – Should the Attacker end TWO consecutive Game Turns with an Infantry Unit occupying the Placed Objective they are assumed to win with a **Crushing Victory**, salvaging the Objective and extracting the information they needed.
► Placed Objective Destroyed – Should The Attacker Destroy the Placed Objective in some way, the Attacker gains **+3 VPs**.
► Placed Objective Defended – During each End Phase, should the Defender still occupy the Placed Objective with an Infantry Unit. they will gain an additional **+1 VP**.
► Build Rating Destruction – A player gains VPs immediately for each Build Rating Point allocated to a Destroyed enemy.

BREAKDOWN OF A GAME TURN

To create a game flow where there is an exciting arc of action and decision making, **Halo: Ground Command** is broken down into what are known as **Game Turns**. A game will last multiple Game Turns and if you are playing a Scenario it will often dictate the number of Game Turns to be played before a game Is classed as over and someone has won or lost.

Game Turns are broken down into multiple parts, not all of which are used every Turn. Parts of the turn are only used when the elements or action on the battlefield require them. The granularity of **Halo: Ground Command** is as follows:

GAME TURN

Phase

Segment

Step

Action

Sub-Action

IMPORTANT NOTE

Not all **Phases** break down into **Segments** and then **Steps**. Some may go straight from Phase to Step. It all depends on what is being achieve in that Phase.

THE GAME TURN

1. **Pre-Turn Phase**
   - 1-1 Roll the Order Dice
   - 1-2 Allocate the Order Dice
   - 1-3 Determine Initiative
   - 1-4 Execute any pertinent Orders
   - 1-5 Incoming Reserves
   - 1-6 Move on to the next Phase

2. **Battle Phase**
   - 2-1 Unit Movement
   - 2-2 Unit Attack (Ranged or Melee)

3. **End Phase**
   - 3-1 Check Victory Conditions
   - 3-2 Prepare for the next Game Turn

The Phases, and the Segments, and Steps, and so forth that make them up are described in full detail in the following chapters; but there is a brief overview of the key ones on the next Page to prime you for the next few chapters.

1. PRE-TURN PHASE

In this Phase both players roll a number of **Order Dice** depending on their Force Commanders and Heroic Characters. The Order Dice will be used later in the Game Turn to issue Orders. The Order for Initiative for the remainder of the Turn will also be determined. **Reserves** will also be made available at this point and players should announce to their opponent if their Reserves are able to arrive.

2. BATTLE PHASE

In this Phase. the player who is going first will select a Ready Unit to activate and the Elements in that Unit will go through their **Movement Segments** and **Attack Segments**. This includes Attacking the enemy in either Ranged or Melee Combat. The opposing player will then select a Ready Unit, and move through the same Segments with the Elements that form their Unit.

Players will alternate in order, with the first player selecting their next Unit to activate, and going through the Movement and Attack Segments with the Elements that make up the selected Unit, and then the other player doing the same until all Units (and therefore ALL Elements) on the gaming table have been Activated.

In this Phase each player will also Activate, Move, and perform Actions with their **Air** and **Ground Support Units** (assuming they have chosen to include such Elements in their Force).

An important sub-action that can be attempted in the Battle Phase is **Reaction Fire**. Reaction Fire can be executed at either the beginning or end or an enemy Unit's Movement.

This out-of-sequence Attack provides an important tactical nuance to a game of **Halo: Ground Command**!

3. END PHASE

In the **End Phase** players will check to see whether either of them has achieved their Victory Conditions, resolve Various effects, and clear the table of any unused Tokens In readiness for the commencement of the next Game Turn.

While no action is taking place in this Phase, it is still an important Phase of the game. Token management is key, and the accurate handling of such things is vital to rapid gameplay.

PRE-TURN PHASE

The first Phase of every Game Turn is the **Pre-Turn Phase.** Players will roll the **Order Dice** for their **Force Commander** and any **Heroic Characters** present in their Force. The Dice results for each Commander or Heroic character will dictate what Orders are available for them to issue during a Game Turn, and players should carefully consider how they wish to use these Dice to best support their Force in battle.

1. ROLL THE ORDER DICE

In this Step the players should roll the number of Dice generated by their Force Commander or Heroic Character's Data Sheet - each should be rolled for separately. These Dice represent the ability of the force Commander or Heroic Character to influence the flow of a battle. Once a player has rolled the dice, they must place those Dice (showing the resulting faces) in the reserved areas marked on the Force Commander or Heroic Character Data Sheets.

Order Dice may be spent to issue Orders. There are two types of Orders: **Standard Orders** and **Special Orders**. Each Order has a game effect, but also has a cost. If a player wishes to execute an Order and gain the benefit associated with it, they must pay the cost In Order Dice as indicated by the icons.

The results of the Order Dice roll will influence which Orders may be issued and which cannot. Once an Order has been issued, the player removes the Dice spent from the Force Commander or Heroic Character card and the removed Dice may not be used again.

Some Orders will require the expenditure of only one Order Die, whereas others may require two or more. For more on Orders and how to issue them. see the **Force Commanders** chapter on **PAGE 26**.

Each Order Die has three different symbols on it:

These are Command Icons. In addition to being spent on Orders requiring Order Dice, the Command Icon is used to provide a bonus when determining Initiative for a Game Turn.

These are Attack Icons. Orders requiring an Attack Icon are typically aggressive in nature.

These are Defence Icons. Orders requiring a Defence Icon will typically help reduce Damage.

2. ALLOCATE ORDER DICE

Once Order Dice for an individual Force Commander or Heroic Character have been rolled, place them in the spaces provided in the Data Sheet(s) for that Faction, with the results face up. Remember **not to mix** the Dice up for different Force Commanders or Heroic Characters you may have - any Order issued **must** be issued by a single Force Commander or Heroic Character (in other words, the dice spent to issue an order must all come from the same Data Sheet).

IMPORTANT NOTE

Data Sheets may include wider-edged colored Dice Squares that allow Force Commanders and Heroic Characters to share the Order Dice, if the squares are the same color. This is an exception, not the rule.

3. DETERMINE INITIATIVE ORDER

To determine the Initiative Order, both players roll 2d6, adding 2 to the result for each Command Icon rolled on the Order Dice. The player with the highest score is considered to have won the Initiative. If the players are tied, the initiative passes to the player who did **NOT** have the Initiative in a previous turn. In the case of the First Turn the players must re-roll their respective **2D6** until there Is a winner.

Remember that some Orders can influence the initiative roll. Once Initiative has been decided, the player with initiative can elect to go first **OR** second.

4. EXECUTE ORDERS

The Order text on the **Data Sheet** will dictate when during a Game Turn, an Order may be issued. Some Orders will indicate that they may be played at this time in the **Pre-Turn Phase**. This is when those Orders may be executed and the rules for them followed – as described in the Force Commander or Heroic Character Data sheets.

5. INCOMING RESERVES

Reserves are used by commanders to tip the balance of most engagements. During the Force Selection process, players should select Units they wish to deploy via the use of Reserves. Reserves are divided into three types: Air Reserves, Ground Reserves, and Orbital Reserves.

► **Air Reserves** - These are Units players have designated as being carried into battle by Flyers as part of a **Combat Drop Mission**. Air Reserves are almost always available t o players, although in some instances they may be restricted. Players should refer to the Scenario being played.

Bringing in Air Reserves is risky. Should the Transport Flyer be Destroyed while executing the **Combat Drop Mission**, the Elements onboard are also Destroyed! In addition, any other Elements from the same Battle Group may only execute **Combat Drop Missions** if there is another Air Support Flyer available in the Battle Group! Units who cannot be deployed due to a lack of Transport Flyers are permanently considered to be Destroyed, and will not take part in the battle!

► **Ground Reserves** - While Ground Reserves are safer, they still have a cost. Any Non-Air Support Unit can be held as Ground Reserves.

From Turn 2 onward, you may Activate a Unit held in Reserve and have it enter the battlefield in your Deployment Zone, starting its Activation in Base-Contact with your long Board Edge.

On Turn 4 onward, you may have that Unit enter from ANY battlefield Board Edge outside of your Deployment Zone, but not within 6” of the Enemy’s Deployment Zone.

On Turn 6 onward, you may have that Unit enter from ANY battlefield Board Edge, **INCLUDING** the Enemy’s Deployment Zone!

► **Orbital Reserves** - These are Units that have trained for dangerous rapid battlefield deployment via drop pods from orbiting ships, inserting themselves deep behind Enemy lines!

Players will be able to field Orbital Reserves as part of an **Orbital Insertion** Loadout or Upgrade. Orbital Reserves are almost always available to players, although in some instances they may be restricted. Players should refer to the Scenario being played.

Orbital Reserves will be further explained on **PAGE 64**, including how they deploy and take their turn. But note that Orbital Reserves **CANNOT** be activated until at least Game Turn 2!

In all cases, players must announce to their opponent that they are intending to bring in their Reserves before doing so. Failure to do so will mean that Units **CANNOT** appear that Game Turn and must wait another Turn before becoming available again.

6. MOVE ON TO THE NEXT PHASE

Once the initiative has been determined, players are ready to move on to the next Phase. the **Battle Phase** – where players will Activate their Ready Units.

BATTLE PHASE OVERVIEW

The **Battle Phase** is the pivotal moment during a battle when players will select and Activate their Ready Units and the Elements within them, alternating back and forth until all Units have been Activated. This is the time to enact your skilfully planned battle strategy and bring ruin to your enemy.

The Battle Phase is further broken down into two key Segments; the **Movement Segment**, and the **Attack Segment** - both of which are covered in detail in the subsequent two chapters

In the **Battle Phase**, the player who is going first will select a Ready Unit to Move and will then, where able, Attack the enemy. Once a player has completed the **Attack Segment** of the Unit, they should place an Activation Token next to one of the Bases of the Unit.

The opposing player will then select a Ready Unit and will perform their Activation with **ALL** of the Elements that make up that Unit. Once a player has completed the **Attack Segment** of the Unit, they should place an Activation Token next to one of the Bases.

The players will then alternate their Activations, and once ALL Units have Activated, play will move to the **End Phase**.

IMPORTANT NOTE

If Player A has more Units in their Force than Player B, players will alternate the Activation of Units until Player B has no more to Activate, after which Player A will select and Activate their remaining Units, one at a time, until all have been Activated. Remember that Player B can still attempt to React to the Movement of enemy Units!

EXAMPLE OF A BATTLE UNIT ACTIVATION

Carter is playing against Jun. Carter won the Initiative in the **Pre-Turn Phase** and elected to go first.

Since Carter is going first, he selects one of his Ready Units. Carter moves **ALL** of the Elements in his selected Unit according to the rules in the **Movement Segment**, and then makes Attacks with the Elements in his selected Unit according to the rules of the **Attack Segment**.

Once Carter has completed the Attacks of his selected Unit he places an Activation Token next to the Unit and play switches to Jun, who now selects a unit of his own to Activate, and runs through the Movement and Attacks with the Elements in his Unit.

After Jun has finished, he places an Activation Token next to the Unit, and play switches back to Carter, who selects a Ready Unit to Activate. Carter will perform Movement and Attacks with that Unit. Play switches back and forth like this until both players have activated **ALL** their Units.

Once the last Unit has completed its Movement and Attacks, play will move on to the **End Phase** of the turn.

MOVEMENT SEGMENT

In the **Movement Segment** of the **Battle Phase**. a player will select a Unit to Activate, and will perform a Movement Action for the Unit.

Note that at this point the player's opponent may be able to attempt a Reaction Fire Test either when the Unit Is Activated or when the Unit completes its Movement Action.

This Segment of the rules covers Infantry, Armored and Hover Flyers. The Movement of **Air Support Flyers** is covered in their own chapter which starts on **Page 77**.

The **Movement Segment** is broken into the following Steps and Actions that you must follow:

MOVEMENT SEGMENT OVERVIEW	
STEP	ACTION
1. Select a Ready Unit to Activate and issue Orders	The selected Unit must be in a 'Ready' state (i.e. does not have an Activation Token) and may have Orders pertinent to Movement issued to it at this point. The selected Unit could also be off-table, such as a Unit being Deployed via an Orbital Insertion.
2. First Reaction	The opposing player may attempt a Reaction Fire Test at this point, **before** the Activated Unit has begun its Movement. Remember that a player can only attempt ONE Reaction fire per Activation.
3. Perform a Movement Action	The active player may now move the Activated Unit during this Step.
4. Second Reaction	The opposing player may attempt a Reaction Fire Test at this point, assuming they **did not** attempt to react in Step 2, but only after the Activated Unit has completed its Movement Action.
5. Check Coherency	Check that no Elements in a Unit have moved out of Coherency.

1. SELECT A READY UNIT TO ACTIVATE AND EXECUTE ORDERS

This Step is used to clearly determine which Ready Unit is Activating. The player can say something a s simple as “I’m activating my Scorpion” and point towards it. Once a Unit has been selected, it **cannot** be un-selected.

Players may also select Units which are 'off-board' to stand down if they wish, passing on their Activation for the Game Turn. The Unit gains an Activation Token and does not act further that Game Turn. Once selected, a player may issue applicable Special Orders for Movement. Players should look to their Commander and Hero Cards, if this is the case.

2. FIRST REACTION

This Step allows the enemy to execute a single Reaction Fire Test against a foe that has presented itself as a threat; snap firing as the target flashes into their gun sights.

To execute a Reaction Fire Test. a Unit must roll **2D6** and score equal to or greater than their React statistic (shown on an Element's Statistic Card). If the Reacting Unit was yet to Activate, use the first number. If the Unit already has an Activation Token, use the second number. Should the roll be Successful, the Unit may perform a single Ranged Attack against the activating target

Ready Units that attempt Reaction Fire gain an Activation Token after any Reaction attacks are resolved **EVEN** if they failed the Reaction Fire Test... this makes trying to react to an enemy Unit risky. It can effectively pin the defending Unit in place for an entire Turn.

A Unit that has already Activated may attempt to React in this Step by using the second number listed in its React statistic. usually requiring an Increasingly difficult (and In some cases impossible) result to be rolled on the 2D6.

This represents their slow and cumbersome firing capabilities, or the fact that the Unit might have been busy fighting/firing elsewhere in the Game Turn.

In cases where a Heroic Individual or Attached Element with a better Reaction Fire statistic is Attached to a Unit, use the best (lowest!) Reaction Fire statistic present in the Unit instead! This represents an Officer or Leader, such as a Spartan or Elite Major, directing the firing of a Unit in battle.

Remember Reaction Fire is still governed by the **Attack Segment** rules - see **PAGE 65**.

3. MOVEMENT ACTIONS

During this Step a Unit **MUST** now execute one of **6** different Movement Actions dependent upon its Type. Note that **ALL** Elements within a Unit must perform the same Movement Action and no Movement Action may be made through another Unit.

When performing Movement, players should always measure center-to-center of a Base/Model at the beginning and end of Movement. It is important that measuring is always made from this point.

HOLD MOVE ACTION

A Unit may elect to perform a Hold Move Action. In doing s o the Unit cannot make any form of Movement and Is not affected by the **Move or Fire** Loadout The Unit is, however. classed as having made a Basic Move Action for the purposes of Reaction Fire Tests.

BASIC MOVE ACTION

Any Element may elect to make a Basic Move Action. performing it s Movement up to the distance stated using the **FIRST** number in its Movement statistic. This Movement may be made in any direction. The Unit may then execute Attacks as normal. This Movement Action can be performed by Infantry, Armoured, and Hover Flyer Elements. Remaining stationary counts as a Unit having performed a Basic Move Action.

FLAT OUT MOVE ACTION

Elements may also choose to make a Flat Out Move Action and do so up to the distance stated using the **second** number in their Movement statistic. This move may be made in any direction. If they do so, they may **NOT** execute Attacks in their upcoming **Attack Segment** - they have slung their weapons or literally put the pedal to the metal!

This Movement Action can be performed by Infantry, Armored, and Hover flyer Elements. Any Unit completing this type of Movement Action places a Cooldown Token on top of their Activation Token once their Movement has been completed to show the Unit is unable to fire at all - Including making any Reaction Fire attempts.

CHARGE MOVE ACTION

Certain Elements with a **Melee** statistic may elect to perform a Charge Move Action up to the distance stated using the **second** number in their Movement statistic. If they do so, they may **NOT** execute Ranged Attacks In their upcoming Attacks Segment and **must** move as many Bases into contact with a target Unit as is possible! Both engaged Units are now considered to be locked in Melee and the Charging Unit will gain a Cooldown Token and an Activation Token. **ALL** Units being charged, including Armored Units, will take a Suppression Test after the Melee has concluded, regardless of damage or whether they are successful in repelling the Charging Unit!

A Unit that attempts a Charge Move Action and fails to reach its target with any Bases, the Unit moves the distance stated in its second Movement statistic directly towards their target, and is treated as having made a Flat Out Movement Action instead, gaining a Cooldown Token on top of their Activation Token. The Target Unit is unaffected.

Only a single Base from a Unit needs to make Base contact with an enemy Unit for a Charge Move Action to be considered successful.

RAM MOVE ACTION

Only Units with an **Impact** statistic (but **NOT** Infantry or Flyers) may elect to perform a **Ram Move Action** against a single enemy Armored Ground Vehicle/Infantry Unit up to the distance stated using the **second** number in Its Movemen statistic.

This Movement may be made in any direction. Any Unit completing a Ram Move Action places a Cooldown Token on top of their Activation Token once its Movement has been completed to show the Unit is now unable to fire, including making any Reaction Fire attempts, as it has decided to bear down on the enemy, focusing all available power to its engines! When performing a Ram Move Action, follow the rules noted on **Page 61**.

HOVER FLYERS

Hover Flyers are treated like any other Unit in terms of Activation, Movement, and Attacks; and are therefore subject to the rules detailed in this chapter.

AIR SUPPORT FLYERS

An Element designated as an Air Support flyer is deployed directly on the battlefield and therefore does not follow the normal Movement Action rules. Instead. they Activate and perform Movement In a different manner entirely and are governed by their own Movement rules, called missions, see **Page 81**.

IMPORTANT NOTE

No Element may move within **2"** of another Element that is not part of the same Unit unless they have performed a Charge or Ram Move Action against it, are attempting to Hijack the Element, or have joined the Unit as part of the **Attachment** Loadout.

4. SECOND REACTION

This Step plays exactly the same ways as the First Reaction Step, except that the Reaction Fire Test is attempted **AFTER** an enemy Unit has completed its Movement Action.

Where an enemy Unit have performed a Successful Charge or Ram Action, that resulted in a Unit now being locked in a Melee or Rammed, the Second Reaction Step may **NOT** be attempted against the enemy Unit as there is too high a risk of a player hitting their own Force.

5. CHECK COHERENCY

Elements of a Unit should attempt to maintain Coherency with other Elements within their Unit at all times. This is done by measuring the Elements from the **center** to **center** of their Bases (or **center** of a Model if no Base exists).

To remain in Coherency, Elements MUST maintain a constant **unbroken** chain where each Element within the Unit is at least within Coherency Distance of another Element in the same Unit.

COHERENCY DISTANCES

As stated In the Game Basics chapter, all Elements in **Halo: Ground Command** fall into a Type category. The distance required for Coherency is dependent on which Type the Element belongs to:

Infantry - The Elements that are part of the same Unit have a **2"** Coherency Distance.

Armored - The Elements that are part of the same Unit have a **4"** Coherency Distance.

Emplacements - The Elements that are part of the same Unit have a **6"** Coherency Distance.

Hover Flyers - The Elements that are part of the same Unit have a **6"** Coherency Distance.

IMPORTANT NOTE

In rare occasions a Unit may have multiple types of Element within it. In these instances, the **LONGEST** Coherency Distance amongst the Elements should be used as the Unit's Coherency Distance. These unusual Units are well used to operating in dispersed order.

OUT OF COHERENCY

Should Elements of a Unit find themselves Out of Coherency In this Step - the following **Separated Forces** rule comes into play:

A Unit with Elements that are Out of Coherency is considered to be **Separated** and are governed by the following penalties:

- ► Separated Units **MAY NOT** combine their Attack Dice with each other when performing **Ranged Attack Actions** (including Reaction Fire).
- ► Separated Elements always fight **LAST** in Melee (regardless of the Terrain they occupy)
- ► Separated Infantry Units treat their Suppression Test target number as **8** and not **10** as would normally be the case.
- ► A Separated Unit as a whole may **NEVER** claim Objectives.

When Separated Elements within a Unit move close enough to one another to again be within the correct Coherency Distance, they lose these penalties, becoming a legitimate Unit once again!

IMPORTANT NOTE

Should Elements of a Unit fragment like this, they **MUST**, in their next available Activation, move to reform into a single Unit once again. Elements **CANNOT** willingly remain Out of Coherency.

For example, in their Activation a Spartan hijacks a Covenant Scout Ghost and moves it away from its parent Unit at high speed. At the end of the second Game Turn of being in control of the Scout Ghost, the Spartan elects to exit the Ghost. In the next Game Turn, the Covenant player will have to deal with a Ghost Unit that is now well out of Coherency Distance with its parent unit.

PERFORMING A RAM MOVE ACTION

If an Armored Unit elects to execute a Ram Action against an enemy Unit, the moving Vehicle must make contact, with at least one Element within the target Unit.

RAM ACTION MOVE VS. INFANTRY

To perform a Ram Move Action against an Infantry Unit, roll a number of Halo Dice equal to the **Impact Statistic** listed on the Vehicle's Profile Card. For each 💀 rolled, apply Damage to a single Damage Track on the target Infantry Unit - this will normally result in a Base being removed for each 💀 result, as most basic Infantry only have a single Value on their Damage Track.

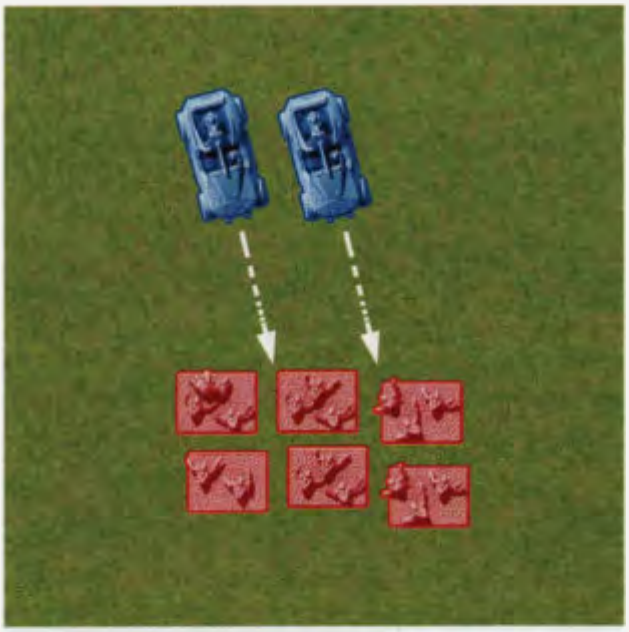
In the case of Units with multiple Vehicles, if possible, move all the Vehicles Into contact with the enemy infantry, then combine the **Impact** statistics of all Vehicles in contact... being run over by multiple Vehicles is bound to be worse than just one!

Once the **Ram** has been resolved, the target Infantry Unit must make a **Suppression Test** by rolling **2d6** and adding the number of Damage Tokens generated by the **Ram Action**. See **PAGE 18** for Suppression rules.

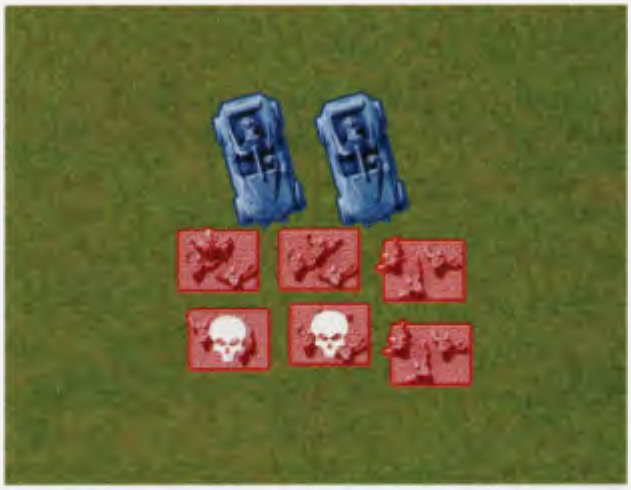
Even if a Ram Move Action fails to inflict Damage, a Unit still must make a Suppression Test roll without modifiers.

► If the Infantry Unit passes its Suppression Test. It must perform a Basic Movement Action up to its maximum Movement distance in a direction chosen by the Controlling player.
► If the Infantry Unit fails its Suppression Test, the Unit must perform a Basic Movement Action up to its **maximum** Movement distance in direction chosen by the Ramming Player! All other rules for a failed Suppression Test apply.

Once all Elements of a **Ram Action** have been moved. the Armored Element may continue its Movement if desired. Remember an Armored Unit may only declare **ONE** Ram Action in Its Activation and so must stop before it reaches another enemy Infantry or Armored Unit.

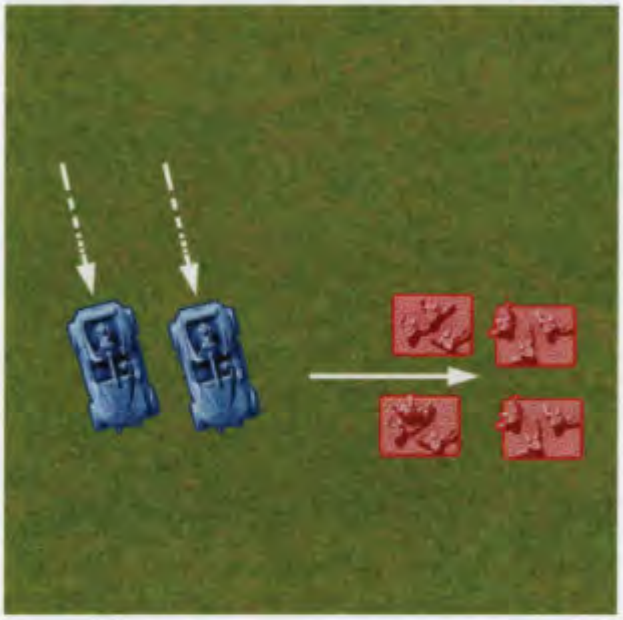


ABOVE: *In this example we have a pair of Warthogs intending to Ram the remnants of a Grunt Infantry Lance. The Warthogs announce a Ram Move Action, with both Vehicles are able to make contact with the Grunt Infantry.*



ABOVE: *Each Warthog has an Impact (3) Statistic, meaning that 6 Halo Dice (3+3=6) will be rolled by the UNSC player. Rolling the Dice, the UNSC player manages to score 2 💀 results, meaning that the Covenant Unit takes 2 Damage Tokens. Since Grunt Infantry only have one Value on their Damage Track. and no Heroic Save, 2 Bases of Grunts are removed.*

...example continued from previous Page.



ABOVE: *The Covenant Grunts now take a* **2D6** *Suppression Test adding* **2** *to their roll (one for each casualty sustained) ...and luckily they pass! This allows them to make a free Basic Move Action in any direction they wish.*

If they had failed..... the UNSC player would have been allowed to move them, and the normal rules for a Suppression Test being failed would be applied. The UNSC Vehicles are now free to complete their Movement Action.

Remember that Infantry **do not fight back** when subject to a Ram Move Action, even if they are in Cover – they simply have to take their punishment!

RAM MOVE ACTION VS. ARMORED -To perform a **Ram Move Action** against an Armored Vehicle, total the **Impact Value** of all moving Elements In contact and roll that number of Halo Dice. For each rolled, apply a Point of Damage to the Target Armored Unit.

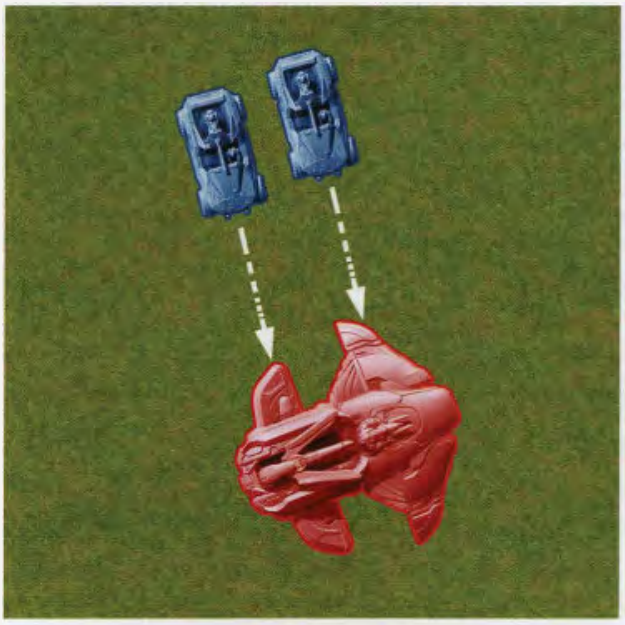
At the same time, the opposing player may roll their **Impact Value** for each Element that has been brought into contact. They are also looking for as many as they can. Apply any Damage to all Ramming Elements individually.

In instances of a single Element being Rammed b y multiple Elements, the Armored Unit being Rammed will roll its **Impact** statistic against **EACH** Element separately. Ram Move Actions against Armored Units are a brutal affair, so use them with caution!

In rare instances when an Armored Model has a **Melee** statistic, rather than an **Impact** statistic, is the target of a Ram Move Action use the model's **Melee** statistic to resolve the Ram instead. This represents the Element actually punching the Ramming Vehicle!

Once the Ram Move Action has been resolved and all Damage Tokens applied, **ALL** surviving vehicles must be moved **4"** directly away from each other at the point of collision. This represents the Vehicles quite literally bouncing off each other and freeing up both Units for later Activations!

A Ramming Armored Unit ends its Movement once a Ram Move Action has been resolved.



ABOVE: *In this example we have a pair of Warthogs electing to perform a Ram Move Action against a Covenant Wraith. The Warthogs have enough movement to make sure that both Vehicles are able to make contact with the enemy.*

ABOVE: *Resolving the Ram Move Action, both sides take their* **Impact** *statistic and roll their respective Halo Dice individually looking for* [skull].

Each Warthog has ***Impact (3)****, meaning that 3 Halo Dice are rolled in the upcoming roll for EACH Warthog so 6 Dice in total.*

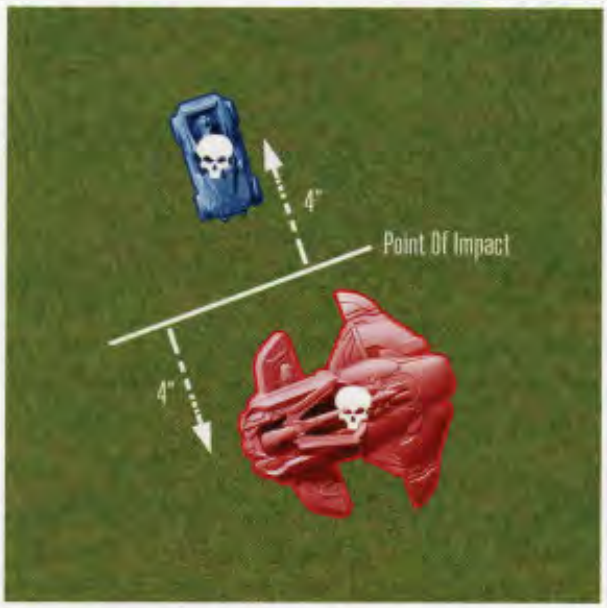
Rolling the dice, the UNSC Player manages to score only ONE [skull] *result with one Warthog and NO* [skull] *for the second, meaning that the Covenant player will only apply 1 Damage Token to the Wraith.*

The Wraith has an ***Impact (2)****, which means that* **2** *Halo Dice are rolled separately against EACH Ramming Warthog.*

Rolling the dice, the Covenant Player manages to score ONE [skull] *result against the first Warthog and TWO* [skull] *results against the other!*

This means that the UNSC Player must apply 1 Damage Token to the first Warthog and the second Warthog is Destroyed.

What a fantastic result for the Covenant and a major setback for the UNSC!



ABOVE: *Finally, the surviving Vehicles must retreat* **4"** *directly away from each other... effectively being smashed aside in the collision.*

The Armoured Vehicles which performed the Ram Move Action may not continue any further Movement after the Ram.

No Supression Test is required as ONLY Infantry take Suppression Tests when Damaged.

ORBITAL INSERTION RULES

Some Units are able to deploy during the **Movement Segment** by the use of Drop Pods launched from low orbital spacecraft. Such Units will be identified by having the **Orbital Insertion** Loadout.

These Units are held back in Orbital Reserves (see **PAGE 54**) and do not count as Activations in the strictest sense. until the controlling player announces that they intend to have them arrive.

To deliver a Unit into the battlefield in this manner first declare where you want the Unit to arrive, and place a **Scatter Template** (which will be provided with a Unit) at that point on the tabletop. This is referred to as the **Insertion Point**. The **Scatter Template** may be placed in any orientation a player wishes.

Even in the **Halo** Universe. dropping in from space is not an exact science and so it is reasonable to expect the incoming Elements to deviate off course slightly. To achieve this, roll a **D6** to determine the direction of the **Deviation Path** using the numbers on the **Scatter Template** as a guide. Then roll a second **D6** to generate the distance in inches that the first dropping Element will deviate from the **Insertion Point**.

Once this is determined, the first Element in the Unit is deployed directly under the Scatter Template, with all other Elements in the Unit deploying next to it within Coherency.

The first Element may **NOT** deploy in Terrain that the players, prior to a game commencing, classed as impassable to the Unit. Nor may they deploy within **2"** of a friendly or enemy Unit, unless a specific scenario condition or Loadout applies. If a friendly or enemy Unit. or impassable terrain piece. prevents the first Element from being placed, continue down the **Deviation Path** until the Element **CAN** deploy. Please note that this may force the Element to be deployed beyond the distance rolled on the die!

If the first dropped Element scatters off the table for any reason, the entire Unit is Destroyed with no **Heroic Saves** permitted. War can be brutal! Once the Unit has deployed. it may complete its Activation as normal, including performing Movement and Attack Actions as desired. However, due to the rapid speed of their insertion, the Unit may NOT announce a Charge or Flat Out Move Action.

In addition, enemy Units may **NOT** attempt a Reaction Fire Test to any Movement Action announced by the Unit on the Turn it deploys via an **Orbital Insertion.**

ATTACK SEGMENT

In this segment, the players will use both Ranged and Melee Attacks to hopefully tear their opponents apart in fusillades of directed firepower or punishing close combat. The initial text in this chapter relates to the Ranged Attacks in the Game. At the end of the chapter you will also find the rules for Melee, where brutal hand to hand combat is explained.

ATTACK DICE BASICS

In the **Game Basics** chapter. we discussed the core game mechanics that will be used in this Segment, including Element Statistics, the **Firepower Rating** and how Dice work in **Halo: Ground Command**. But let's quickly recap some dice basics:

Every Attack you make will be resolved through the use of an **Attack Dice Pool**. The Attacking player will roll their Attack Dice Pool, and total up their Successes according to the results of the Dice rolled using their **Firepower Rating** which is determined by such things as **Range**, **Cover** and **Loadouts**.

Remember ALL weaponry attacks in **Halo: Ground Command** begin at **Firepower Rating 4 (Exploding Roll).**

On the next page is a reminder of the **Firepower Rating Table**, but on this page let's look at an example of the Firepower Rating in Action:

A Unit of UNSC Infantry, composed of four Riflemen Bases, decides to shoot at a Unit of Covenant Grunts which are in the Open. The Riflemen are **16"** away, so **Long Range,** and the UNSC gain no bonuses when firing their Small Arms at this Range. The Grunts are in the Open, so no Terrain modifier comes into play.

The Riflemen have Arcs **ALL,** so can easily line up their Attack. Each Rifleman Base has an AP statistic of **3**, so **12** Dice (4 Bases with 3 Halo Dice each) are collected ready to be rolled. As no modifiers are in play the **Firepower Rating** is the default **4**.

This should end very badly for the Grunts who have a single Damage Track Value of **3**!

Below is a reminder of the Firepower Rating Table and a full breakdown of how the table works can be found in the **Game Basics** chapter on **Page 15.**

FIREPOWER RATING TABLE

RATING	NAME/EFFECT
1	**IMPOSSIBLE ROLL**
	No dice are rolled!
2	**WEAKENED ROLL**
	Each counts as 1 Success
	Each counts as 1 Success
	No rerolls are permitted
3	**CRUSHING ROLL**
	Each counts as 2 Successes
	Each counts as 1 Success
	No rerolls are permitted
4	**EXPLODING ROLL**
	Each counts as 2 Successes
	Each counts as 1 Success
	You can reroll one for each
5	**DEVASTATING ROLL**
	Each counts as 2 Successes
	Each counts as 1 Success
	You can reroll a or for each

ELEMENT WEAPON STATISTICS

WEAPON STATISTICS

On the opposite page is an example of a UNSC Army Fire Support Team card, which details its various weapons and their key statistics.

In the **Weapons** section of the statistic card you can see how effective a Fire Support Team is at engaging different types of enemy targets:

- **AP** denotes Anti-Personnel Attacks that would be directed against Infantry targets, such as Grunts, Elites, Jackals, etc.
- **AT** denotes Anti-Tank Attacks that would be directed"against"Armored"Units such"as" Ghosts,"Wraiths,"Hunters,"etc.
- **AA** denotes Anti-Air Attacks that would be directed against Flyers such as Banshees, Phantoms, etc.

RANGE

The **Ranges** are listed as two numbers: the first represents a weapon's **Short Range**, the second its **Long Range**. All measurement is made from the **center** of the attacking Element's Base (where no Base exists, use the **center** of the physical model itself) to the **center** of the target Element's Base (or center of the model as previously stated).

Using the statistics of the UNSC Trooper Unit on the opposite page, we can see that its Small Arms have a Short Range listed as **10"** and a Long Range of **20"**. If the unit is targeting an enemy Element which, when measured is between **0-10"** away, it is within Short Range. If the enemy Element is beyond **10"**, but **20"** or less away, it becomes a Long Range target.

WEAPON LOADOUTS

These are special rules which apply to Weapons carried by Elements within the game that affect how they function, commonly providing bonuses or negatives to Attacks. See the Appendix covering **Loadouts** on **PAGE 89.**

UNIT NAME	ELEMENTS	TYPE	BR	PTS	MOVE	REACT	SOAK	MELEE	DAMAGE
Riflemen - UNSC Army Infantry Unit	4	INF	1	80	6/9"	8/10	0	1	4

WEAPONS	RANGE	ARC	AP	AT	AA	WEAPON LOADOUTS
Small Arms	10/20"	ALL	3	1	2	**Suppression (+1):** Add 1 to all enemy Suppression Tests.
Frag Grenades	10"/-	ALL	3	1	0	**Blast:** Ignore Terrain when determining Firepower Rating. **Cooldown:** May only fire once per Game Turn.
Rocket Launchers (upg)	12/24"	ALL	1	6	4	**Lock On:** Gain +1 Firepower Rating when firing at Long Range **Devastating (FLY):** Gain +1 Firepower Rating shooting at Flying Elements.
UNIT UPGRADES						**Weapon Upgrade:** Up to 1 Element in the Unit may replace its existing weaponry to become Rocket Launchers for an additional +15 points to the Unit's Cost. **Army Corporal:** Up to 1 Element in the Unit may upgrade to be a Corporal for an additional +10 Points to the Unit's Cost. *Please see the Corporal Card for Stats.*

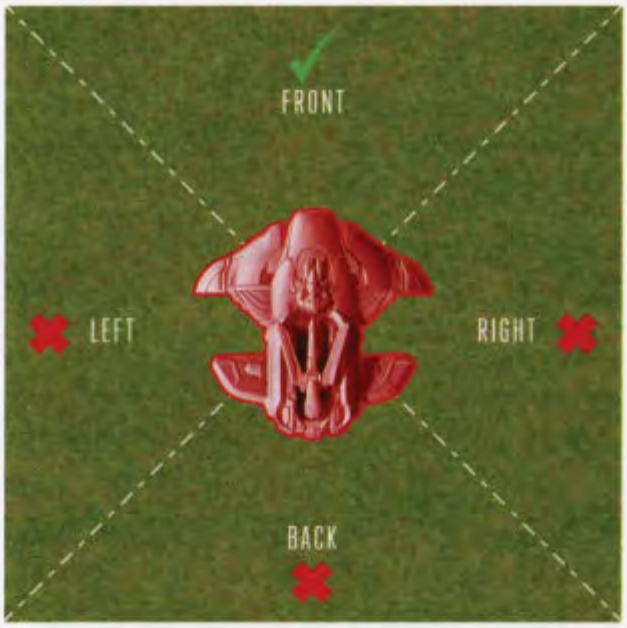
ARCS OF FIRE (ARC)

The ability of a weapon system to strike at an enemy Element is governed by the **Arcs** into which It can fire its weaponry. These are known as **Arcs of Fire**.

Normally Elements in **Halo: Ground Command** have the **ALL** Arcs of Fire notation. This means the models may fire in any direction without worrying about whether these Weapons are in the correct Arc of Fire

Some non-Infantry Models will be restricted in their Arcs of Fire. There are **4** possible Arcs, each being **90 degrees** and originating from the center of a Model or Base. The four Arcs are: **Front (F), Back (B), Left (L),** and **Right (R).** Some weapon systems, such as the Mortar mounted on an Artillery Wraith, only have one **Front** (**F**) Arc Into which it can deliver ordnance.

If a weapon system has several Arcs listed. divided by slashes (e.g. **F/L/R**), It may only fire through **ONE** of those Arcs when making an Attack. Such an Arc represents a mobile platform. such as a turret and whilst it has the potential to strike at targets across a wide Arc, it may still only fire **ONCE** at any target within those Arcs. See **Sighting Actions** on **Page 68**. The use of a **&** on a Weapon's Arcs indicates its ability to fire the Weapon more than once. such as L & R.



DICE

The number under the **AP** **AT** or **AA** section of a statistic card represents the destructive capability of that Weapon when used against that Type of Element.

RANGED ATTACKS

The term **Ranged Attack** in **Halo: Ground Command** is used to denote any Ranged Attack made by a weapon carried by Units in a game.

Ranged Attacks may comprise just one weapon from one Element targeting an enemy Element, or it may be from **multiple** Elements in a Unit that have been combined into a single devastating attack.

The following rules apply to all Ranged Attacks:

- ► Ranged Attacks may only ever be targeted at enemy Elements!
- ► Only Elements from the **same** Unit may take part in a Ranged Attack.
- ► All weapons Involved in a Ranged Attack must target the same Type of enemy (i.e. Infantry, Armored, or Flyer).
- ► Each individual weapon can only take part in **ONE** Ranged Attack per **Activation**.
- ► Reaction Fire may not be used to target Units in Base contact due to a Ram Action or are Involved in a Melee Attack.
- ► Both Armored and Infantry Units with more than one Element may target different enemy Units with each Element, or combine the Attacks against a single target.
- ► An Element with multiple weapons may target different Units with each weapon.

DECLARE ATTACKS AND TARGETS

In order to execute a Ranged Attack a player must declare which enemy Element/Unit they intend to target. When making these declarations. they must ensure the target Element is a viable target, and they must follow the rules for Ranged Attacks as described on this page.

SIGHTING ACTIONS

Sighting Actions Are performed to clearly demonstrate to both players that declared Ranged Attack(s) are in accordance with the rules, and that the Elements being targeted are **viable** targets. A player in **Halo: Ground Command** may, as previously described in the Game Basics chapter, make any measurement at any time.

Check Range - While weapons can nominally fire far further than the restricted ranges we have set out, the weapons used in **Halo: Ground Command** do not have unlimited range. Nor is accuracy a constant across the expanse of a battlefield. Target size, electronic warfare, debris. and many other factors all limit weapon ranges and effectiveness.

To check if a weapon is within range, measure from the **center** of the attacking Element to the **center** of the nearest target Element.

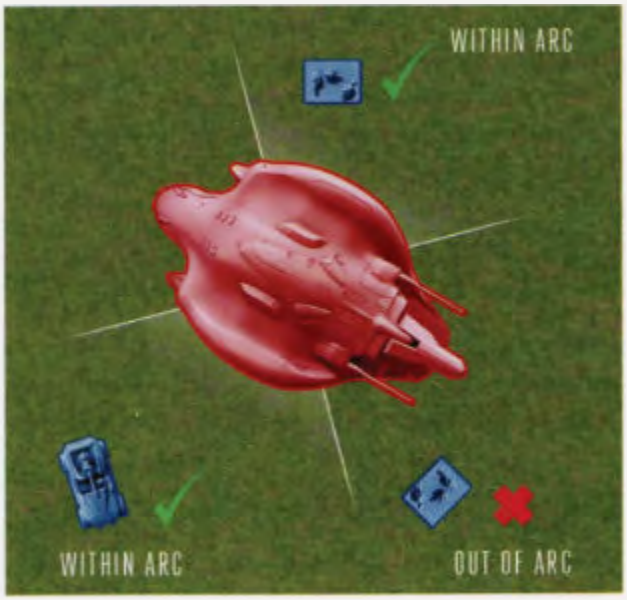
Check Fire Arc - Certain weapons carried by an Element may have a **restrictive** Arc of Fire. This is designed to show a weapon that may be built into a vehicle's hull or an Emplacement with a Weapon housing. To determine If a target Element is within a valid Arc, **draw a straight line** from the **center** of the Attacking Element's Base/Model To the **center** of the target Element's Base/Model. If this line falls within a valid 'in-arc' sector, the weapon can engage.

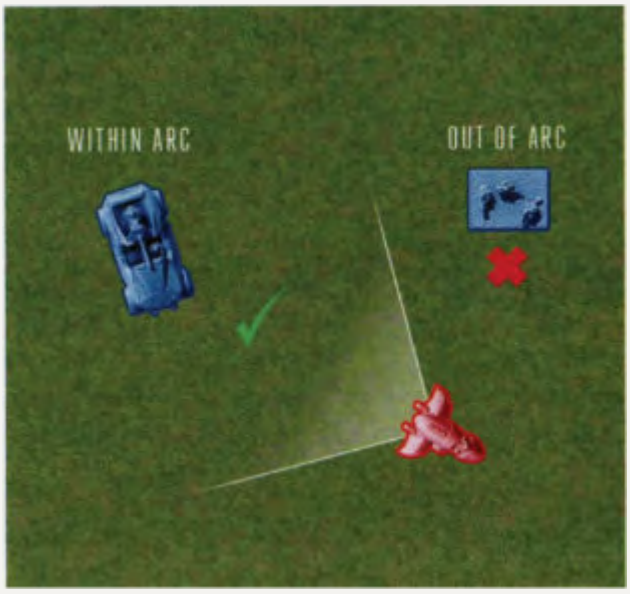
Check Line of Sight and Blocking - Intervening Terrain, Infantry and Armored Units will often spoil the shooting of a Unit as it attempts to open fire. To determine if a target Element is Blocked or Open, draw a straight line from the **center** of the Attacking Element's Base/Model to the **center** of the target Element's Base/Model, using the rules below:

Infantry have their line of Sight Blocked by certain types of Terrain, as well as Infantry or Armored Units that are not part of their own Force.

Armored Units have their Line of Sight Blocked by certain types of Terrain as well as Armored Units that are not part of their own Force, but are unaffected by Intervening Infantry - friendly or enemy.

Flyers are **NEVER** affected by Blocking Terrain or any other Units when determining Line of Sight. Equally, Attacks directed against Flyers are never affected by Blocking Terrain or other Units when determining Line of Sight. This applies to both Hover Flyers **AND** Air Support Flyers





In the example to the above, a Covenant Ghost elects to fire. The UNSC Trooper base is not in-arc of the Ghost's Front mounted Plasma Cannons, but the Warthog most certainly is!

IMPORTANT NOTE - USING GRENADES

Most Infantry in **Halo: Ground Command** have access to Grenades (or in more extreme instances, Blasting Charges!). These weapons usually have specific rules, such as ignoring Cover, improving Armor Piercing, etc. If an Element uses its Grenades, it must do so **INSTEAD** of firing any other weapons that it might have but not all Elements in the Unit must use their Grenades! Players can choose which Elements in the Unit use Grenades. A Unit can only use its Grenades **ONCE** per Game Turn, and once used place a **Cooldown Token** on the Element.

In the example to the left, a Covenant Phantom engages UNSC forces. The Phantom has two weapon systems: a Front Heavy Plasma Cannon (F) and Plasma Cannons (L&R). The use of **&** means that **BOTH** Plasma Cannons can fire during the Phantom's Activation. Luckily, the Phantom does not have a weapon that fires to the Back Arc!

EXECUTE ATTACKS

Assuming All requirements for making a Ranged Attack have been met, the player may now execute the Attack using the following Steps:

Step A. Execute Orders
Step B. Determine Firepower Rating
Step C. Compile the Attack Dice Pool and then Total Attack Successes
Step D. Roll Defense Dice Pool and then Total Defense Successes
Step E. Apply Damage To Tracks
Step F. Check for Suppression

ATTACK SEGMENT OUTLINE

The Attack Segment follows a specific sequence, shown above. Each step within the Segment has a series of Actions and, in some cases, sub-Actions.

A) Execute Orders

Certain Orders will state that they may be issued in the **Orders Step** of the **Attack Segment.** These Orders may be issued now. The Defending player **ALWAYS** executes any Orders they wish to execute **BEFORE** the Attacking player has chance to execute their Orders.

B) Determine Firepower Rating

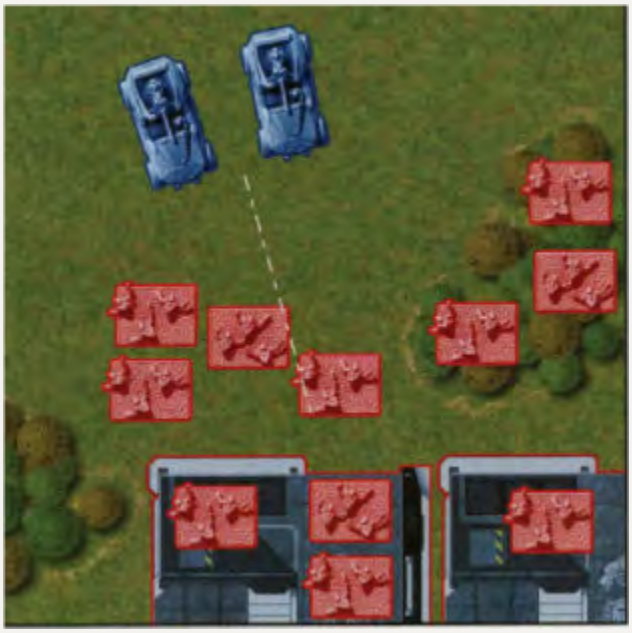
All Ranged attacks in **Halo: Ground Command** use **Firepower Rating** of **4** as a starting point, but this will often be modified by a number of factors Including Firepower Saturation, Terrain, And Weapons Loadouts.

Firepower Saturation Is an important part of the Ranged Attack Mechanism, allowing the Attacker to engage an enemy Unit as a whole, or Just pick off exposed Elements of a Unit. Determining which Elements in a target Unit are benefiting from varying levels of Cover will allow players to make a tactical decision on their choice of Firepower Saturation.

Only Elements In the Cover Level chosen to be 'saturated' by a player can be considered viable casualties once an Attack has been resolved.

IMPORTANT NOTE

Firepower Saturation is only really needed if a target Unit straddles more than one level of Cover. In most cases an entire Unit will be within one type of Terrain or in Open Ground and therefore there is no need for a saturation level to be chosen by an Attacker.



In the example above, we see a large Covenant Grunt Lance that finds itself under fire from two UNSC Warthogs. The Covenant Lance is spread across all 3 levels of Cover. 4 Elements are in the Open, 3 Elements are in Light Cover (inside a Wood) and 4 Elements are defended by Heavy Cover (inside a Building).

It is decision time for the UNSC player, who elects to saturate to Light Cover, making the 4 Elements in the Open and the 3 Elements in the Wood viable casualties in the upcoming Attack, and accepts the Firepower Rating reduction of **-1** as an acceptable trade off to increase the likelihood of causing more casualties! The only downside of this decision is that the Grunts in the Heavy Cover will not be viable as casualties regardless of the number of Successes rolled. Had the UNSC player elected to saturate to Heavy Cover they would have taken a Firepower Rating reduction of **-2 for the whole attack!**

Terrain Types and their effect on Firepower Rating are described on **PAGE 30**. The modifiers to the firer are defined by the Terrain Type As being either light Cover or Heavy Cover.

Weapon Loadouts will alter the Firepower Rating of their Attack depending on the Range and targets involved. This should be accounted for at this point.

For example, any Covenant Small Arms Weapon gains a +1 modifier to the Firepower Rating when firing at Short Range.

C) Compile and Roll Attack Dice Pool and then Total Attack Successes

The Attacking player generates their **Attack Dice Pool** by adding together their Attack Dice total from **ALL** attacking Elements that are executing the Attack.

The Attacking player rolls their Attack Dice Pool. and totals their Successes. This Step contains three sub Actions you should follow:

- ► Take the Attack Dice Pool, and roll It. Note any results that allow re-rolls.
- ► If the **INITIAL** Dice roll contained results that allow re-rolls (according to the Firepower Rating), perform them now.
- ► Repeat this step until no further re-rolls are permitted.

In some cases, the Elements of a Unit may be forced to roll using different Firepower Ratings. This could be due to Range, or some Loadout effect. If this is the case, compile **MULTIPLE** Attack Dice Pools And roll separately, and then total the Successes together.

If an Order adds extra dice to a Ranged Attack, but multiple Dice Pools are in use, you must add the extra Dice to the Dice Pool that Is using the lowest Firepower Rating.

D) Compile the Defense Dice Pool and then Compare Attack and Defense Pools

Armored and Flyer Elements commonly have a **Soak Value** which gives them the ability to build a Defense Dice Pool. with the Soak value translating to Halo Dice which can be rolled in an attempt to diminish an incoming Attack.

The Defender rolls their Defense Dice Pool using a **Firepower Rating** of **4** and totals the Successes. For every Success scored by the Defense Dice Pool **REMOVE** one Success from the Attacker's Attack Dice Pool. The remaining Attacking Successes are now compared to the target's Damage Track to determine the actual Damage on a target Element.

MULTIPLE SOAK STATISTICS IN AN ARMORED UNIT

Some Armored or Air Units (such as Units of **Warthogs** and **Ghosts**) are fielded with multiple Elements within the Unit and each Element will have their own **Soak Statistic**. Units with **multiple** instances of the Soak Statistic **DO NOT**" stack their effects, because should an attack prove strong enough to Destroy a single Element within the Unit, the other members have not had enough time to attempt to avoid the attack or are caught in the blast of the Destroyed vehicle. Only the Soak statistic of the **CLOSEST** Element is used to add to the **Defensive Dice Pool**.

E) Apply Damage

Compare the Attacker's **Successes** to the **Active Value** in the Damage Track of the nearest Target Element0 Most basic Infantry Elements will only have a single Value in their Damage Track, while larger Armored Elements or Characters will have multiple Values in their Damage Track. This is a measure of the punishment an Element can sustain. Any Element can have multiple Values in their Damage Track, but only **ONE** Value can be Active at any given time.

As an Element suffers Damage, the Active Value on an Element moves from **left** to **right** once per Damage Token applied (shown on Its Statistic Card). This means that an Element with no Damage Token uses the **first** Value in their Damage Track as Active, an Element with a single Damage Token uses the **second** Value as Active, and so on. If an Element has no Active Value on its Damage Track. it is Destroyed!

HEROIC SAVES

Some Elements in **Halo: Ground Command** are considered to have a measure of Heroic Save. This represents their innate survivability, or even just their uncanny good luck!

Elements"with"a"**Heroic Save** Loadout that have a Damage Token allocated to them can cheat death if they make their Heroic Save roll. The Heroic Save rules are explained in more detail in the **Loadouts Appendix** on **Page 90**.

Compare the number of Attack Successes to the current **Active Value** on the Damage Track of the target Element. If the number of Successes Is equal to - or higher than - this Value, then the target Element has suffered Damage.

For Elements with a single Value remaining (or because they only had one Active Value to start with), this will mean they are Destroyed. For Elements with multiple remaining Values on their Damage Track, this will mean they gain a Damage Token which should be placed next to the Element Base/ Model to indicate the effect.

A particularly Successful attack has the ability to penetrate even the toughest of armor. If, after applying a Damage Token, there are enough Uuccesses remaining to beat the next Active Value on the Damage Track of an Element with multiple Values remaining, a second Damage Token is placed (if the target had only two Values remaining prior to the Attack. it would be Destroyed at this stage).

In situations where Elements are removed, and an excess of Successes remain that are sufficient to do Damage to other members of the Unit, apply these excess Successes to the next closest Element, removing any Destroyed Models or applying Damage Tokens in the same way as stated above.

This process is **repeated** until **ALL** Attack Dice Successes have been assigned, with any excess that were **insufficient** to cause Damage being **discarded.**

Remember that **ALL** Successes must be applied to Elements in a Unit **BEFORE** any Heroic Save rolls are performed. but **AFTER** any Soak Dice have been rolled. A Heroic Uave roll must be made for each Damage Token an Element has been allocated.

IMPORTANT NOTE

Destroyed Elements should be removed from play unless otherwise stated.

F) Check for Suppression

Infantry Units confronted with focused enemy firepower may lose a degree of cohesion that affects their ability to react to incoming threats.

When an Infantry Unit suffers Damage for any reason, the controlling Commander must take a Suppression Test To take a Suppression Test roll **2D6** and add the number of Damage Tokens inflicted in the Ranged Attack to the result. The result may also be modified by Orders or some Loadouts.

If the result is equal to or greater than **10**, the Unit takes an Activation Token, if the Unit already has an Activation Token, the Unit gains a Cooldown Token instead. This Cooldown Token is placed on top of the Activation Token and applies to ALL weapons held by the Unit ensuring they cannot now react at all.

Note that if a Unit is currently Activating when it fails Suppression, gaining an Activation Token **DOES NOT** stop the Unit's current Activation. The Unit may continue it's Movement Action and move onto it's Attack Action without impediment. It **DOES** mean the Unit will gain a Cooldown Token at the end of it's current Activation.

In the **End Phase**, all Activation Tokens and Cooldown Tokens in the Unit are removed as normal.

THE SUPPRESSION (+X) LOADOUT

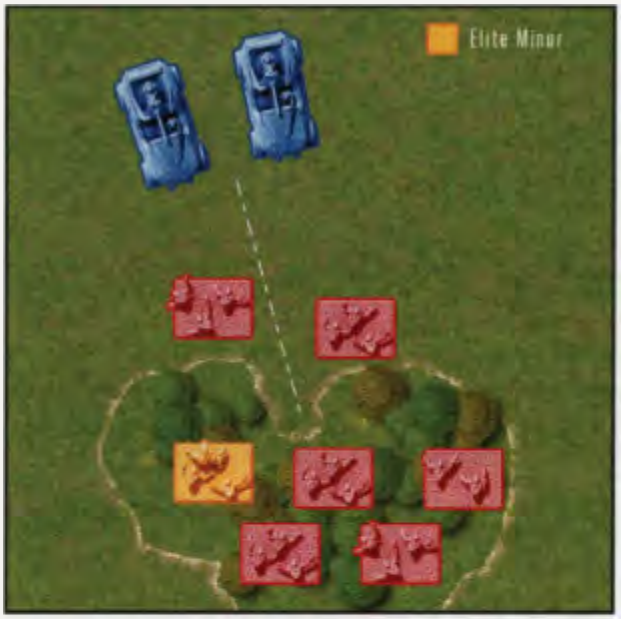
Weapons with the **Suppression (+X)** Loadout are particularly adept at forcing enemy formations into disarray. The +X in parentheses denotes an additional modifier that is added to the enemy's Suppression Test result after all Damage has been added. This increases the chance of a failure, illustrating the ability of certain weapons to force enemies to keep their heads down!

EXAMPLE OF A RANGED ATTACK

In the example below, we see an Activated Covenant Grunt Lance which finds itself only partially within Cover when a UNSC Warthog Unit moves in to eliminate them!

With 2 Bases outside the Woodland and 5 Bases within the Woodland (Including the Elite Minor!). The UNSC player elects to Saturate the Light Cover. This means that the UNSC player will start their Attack with a **-1** modifier to their Firepower Rating but by doing so, they make It possible to eliminate more than Just the 2 bases of Grunts caught in the Open!

Also, with the Elite Minor being the the closest Base, the Elite is likely to suffer under the torrent of fire before the Grunts cowering in the Woodland.



The Warthogs fire by combining their **AP** Attack Dice and roll using a **Firepower Rating** of **3**. Rolling their **16** Attack Dice they make a real mess of the Covenant Unit by generating 12 Successes, enough to kill 4 Grunt Bases and even the Elite Minor is under threat! The Elite Minor performs his Heroic Save, and fortunately manages to roll a [✸]. This is enough for him to survive the attack, but the Grunts under his command are not so lucky...

Example continued on next Page

After the Heroic Save for the Elite has been resolved, the *Destroyed* Grunts are removed, leaving just the Elite Minor and 2 Grunt bases left. The Covenant player must now take a Suppression Test for the Unit, rolling **2D6** and adding the number of casualties inflicted (**4** in this case). In addition, the Warthog's chaingun has the ***Suppression (+2)*** Loadout, meaning that a further **+2** must be added to the test.

Rolling the 2D6, the Covenant player gets a result of **7** adding **4**, then another **2**, taking the total to **13**.... easily enough to be Suppressed by the rampaging Warthogs! The Lance of Grunts take a Cooldown Token which is placed on top of their Activation Token to show they CANNOT make any Ranged Attacks, including attempting **Reaction Fire**.

MELEE ATTACKS

Firing at an enemy is not the only way to kill them in a game of **Halo: Ground Command**. You always have the option to charge your forces at them, engaging in close combat Melee. But be prepared for the outcome to be bloody, as Melee only ends with one side becoming the victor ... or both sides being Destroyed!

Elements that elect to execute a Charge Move Action into Melee may not make Ranged Attacks during their Activation and instead revert to the raw aggression of their own bodies and close combat weapons to exert a heavy toll on their opponents.

The number of Melee Attack Dice rolled by a Unit is always noted in its **Melee Rating** and it does not make any difference which type of enemy (Infantry or Armored) they attack, the number of Melee Dice rolled is always the same.

IMPORTANT NOTE

Elements may **NOT** engaged in Melee with Flyers.

Elements with no Melee Stat **CANNOT** fight back in Melee!

Once players are ready to resolve their Melee, use the following Steps. starting with the Charging Unit:

Step A. Compile Melee Attack Dice Pools
Step B. Roll for Melee and Apply Damage
Step C. Resolve Melee and Repulse the Defeated Unit

A) Compile Melee Attack Dice Pools

All Bases in the Charging Unit that are within **4"** of the Defending Element add up all the **Melee Attack Dice** they have available to them. This generates the Charger's **Melee Attack Dice Pool**. Remember that in the initial Charge Move Action **ONE** Base from the Charging Unit must have made Base contact with the enemy Unit for a Melee Attack to take place!

Broken Off - Charging and Defending Units fighting in a Melee who have no Bases within**4"** of each other at the beginning of the **First Melee Step** are considered to have **Broken Off** their assault, and are no longer considered to be in Melee with each other. They are not **Repulsed**,but instead remain in place. The Charging Unit gains both **Activation** and **Cooldown Tokens**, while the Defending Unit (even Armored Units!) makes a **Suppression Test**!

B) Roll for Melee and Apply Damage

The Charger now rolls their **Melee Attack Dice Pool**. On each roll of a the Defending Unit suffers a Track of Damage. This Damage Can be mitigated by making Heroic Saves as normal. Soak rolls do NOT apply in Melee. Casualties are automatically allocated by the controlling player starting with those in base-to-base contact with the enemy, then moving on to those which are not In base-to-base contact but within **4"**, allocated by the Defending player.

Once the Charger has completed their Melee Attacks you then resolve the Defender's Melee Attacks in the same way stated above taking into account any casualties inflicted by the Charger.

IMPORTANT NOTE

The Charging Unit goes first in Melee, with the Defender fighting back with any Bases left alive. The only time this changes is if the Defender is occupying Terrain with the **Defensible** Special Rule. In this instance the Defender resolves their initial Melee Attacks **BEFORE** the Charging Unit.

C) Resolve Melee and Repulse The Defeated Unit

Once Melee against both Units has been determined compare the amount of Rolled. If one side scored more than the other, that side is the **Winner** and the Melee moves to the Repulse Step below.

If the both Units show **NO** results of , then the charge is counted as having Failed. The Charging Unit is **Repulsed**, as described below. In this event, the Unit that was Charged must still take a Suppression Test.

If, however, the Melee was a Draw, with both sides causing the same amount of , repeat Steps 1 to 2 until such time as a **Winner** is determined or the Units have **Broken Off**… or both sides are wiped out!

Repulsed -The side that suffered the most in a round of Melee makes a **Repulsed Move**, moving **4"** directly away from the victorious enemy.

This Repulsed Move may not place the defeated Unit within **2"** of another Unit. If a Unit cannot make a Repulsed Move (due to a lack of space for example), it is instead travels as far as it can, then is counted as being slammed into a wall and automatically suffers one Damage to it's active Damage Track.

This should ensure that once the Melee is completed no Unit is in Base contact with another. leaving them both free to move, shoot and charge again in later Game Turns, and even be shot at or React later in the same Game Turn.

At his point, the Defending Unit (even Armored Units!) makes their Suppression Test and adds the amount of Damage suffered from the prior brawl.

MELEE WITH INFANTRY VS ARMORED

Infantry in Melee against Armored Elements are able to do untold Damage on the charge, cramming grenades into vital parts of the machine or attacking the exposed crew.

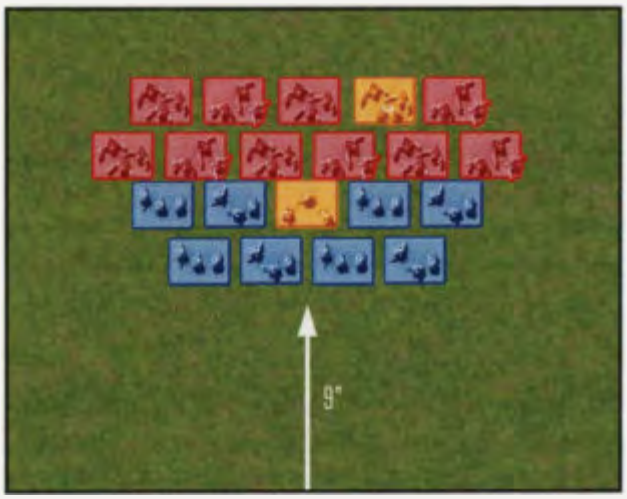
Armored Units are, however, highly resilient to Melee. When rolling for Melee against an enemy Armored, the attacker must roll **TWO** results to apply a single Damage Token.

EXAMPLE OF AN INFANTRY MELEE

1)Charge!

In this example we have a weakened Lance of Covenant Grunts facing off against a charging Battle Squad of UNSC Troopers with an attached officer Base. Once the UNSC player has completed their Charge Move Action, the Covenant have 10 Bases of Grunts and an Elite Minor in Melee with 8 bases of UNSC Troopers and an attached UNSC Officer Base.

The Covenant player attempted to React with a different Covenant U it, trying to thin the ranks of the charging humans, but failed to reach the required Reaction Fire roll, leaving the UNSC player feeling most confident about their chance of victory!



2) Collate melee attack dice pools

The UNSC Unit has 8 bases of Riflemen in Melee, and an Officer who has bravely decided to lead his men from the front. This means that the amount of Melee Dice rolled to attack in the Melee Phase for each side is as followed:

UNSC: The Riflemen have a Melee Stat of 1, so generate 8 Halo Dice for the UNSC Attack Pool. The Officer has a Melee Stat of 2, so will generate 2 Halo Dice for the UNSC Attack Pool - making a Total Attack Pool of **10**.

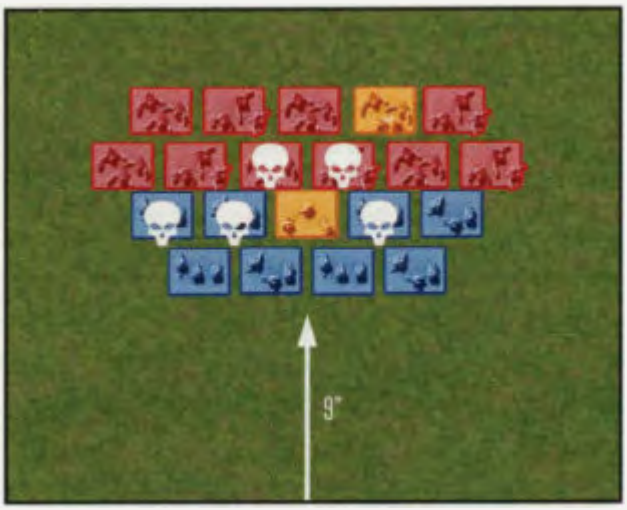
Covenant: The 10 Grunt Element have a Melee Stat of 1, so generate 10 Melee Dice for the Covenant Attack Pool. The single Elite Minor generates 3 Melee Dice for the Covenant Attack Dice Pool - making a total Attack Pool of **13**.

3) Roll Melee Attack Dice Pools and Remove Melee Casualties

Melee is resolved by the UNSC first because they Charged.

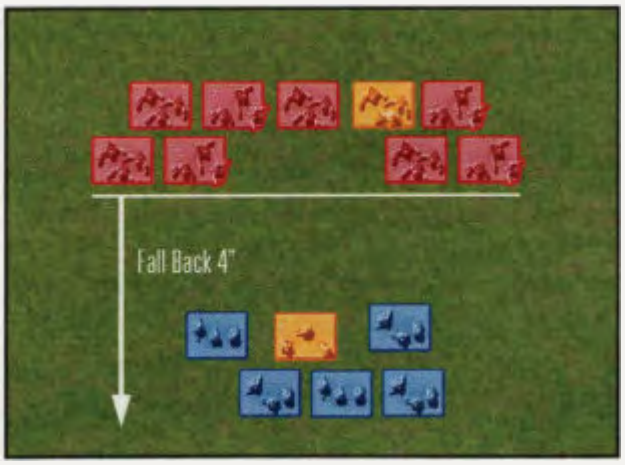
Rolling the Dice, the UNSC spurred on by the heroics of their Officer, roll 2 Results, and the Covenant payer removes 2 Bases of Grunts that are in Base contact. This is sufficient to cause the Covenant to lose 2 Melee Dice from their Melee Attack Dice Pool because the 2 Bases of Grunts have been Destroyed.

This takes the Covenant down to a Melee Attack Dice Pool of **11**. Rolling the Melee Pool the Covenant to score 3 Results, causing the UNSC Unit to remove 3 Bases of Infantry.



4) Resolve Melee

The UNSC suffered more Damage than the Covenant and so must perform a Repulsed Move, moving 4" away from the victorious Grunts!

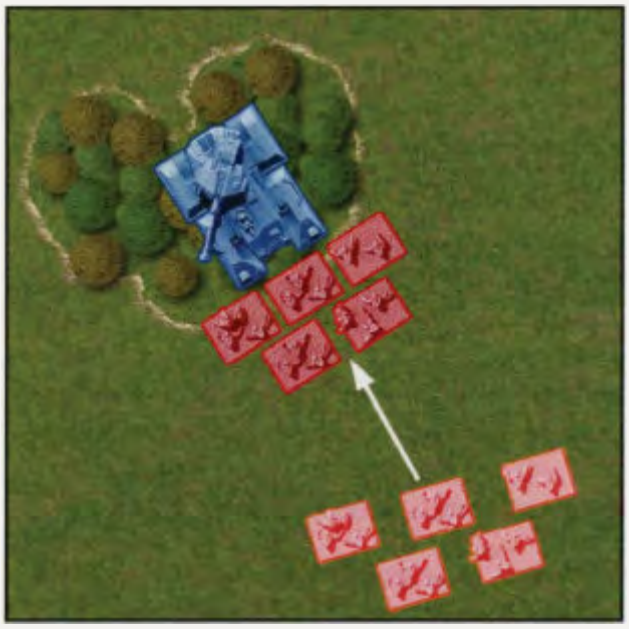


GRUNTS IN MELEE WITH A SCORPION

1) Do or Die!

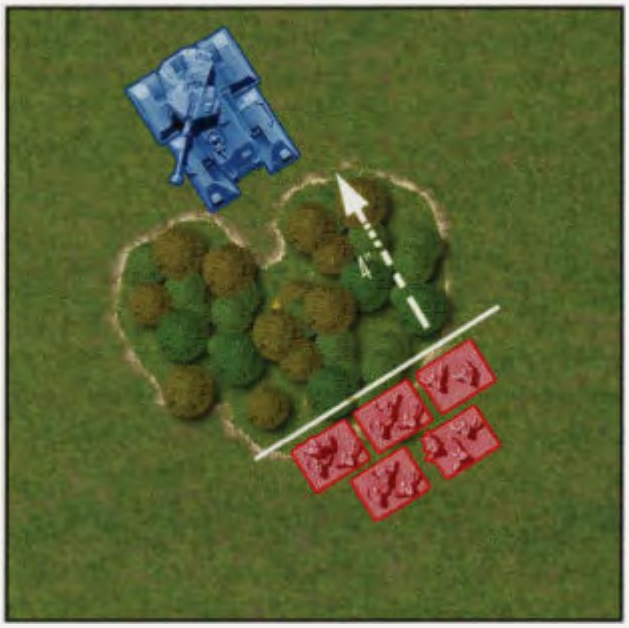
In this example the remnants of a Covenant Lance fears itself for a 'do or die' Charge against a UNSC Scorpion, The Grunts luckily reach Melee without being Reacted against, which means they can now generate their Melee Attack Dice Pool of 5 Halo Dice - one for each Base of Grunts.

The dice are rolled and the brave Grunts roll a single . In most cases this would cause a Damage Token to be applied, but when Infantry engage Armored Units, they need 2x the amount of to cause a Damage token to be applied!



The Scorpion Tank only has an **Impact Value**, so it does not get to fight back in Melee. This means the Grunts actually win the combat because they generated a 'hit', even though they did not Damage the Scorpion. This result is, however, enough that the Grunts cause the Scorpion to perform a **Repulsed Move** of **4"**, making the tank give up its Cover.

The Grunts can now enjoy their victory… right up until the point in the Scorpion's next Activation when it decides to target the Grunts.



AIR SUPPORT FLYERS

Air Support in a game of **Halo: Ground Command** provides commanders with the opportunity for their forces to be resupplied or reinforced as the battle rages. Infantry and Armor assets can be brought in, and ground attack sorties can be executed. Each will be looked at in turn, but it is important to reali| e that Air Support is designed to supplement the forces on the ground and not as a means by which players can play an entire game - airpower alone rarely wins battles, and never wins wars!

We recommend that new players skip past these rules initially, returning after they have played a few games with Infantry and Armored Units only.

TAKING AIR ASSETS IN A FORCE

A player's Forces will have access to Flyer assets in their Battle Groups taken as part of their available **Build Rating (BR)** from their **Optional Flyer Units.**

The **cost** in points for each Flyer, along with the**BR** of the Flyer Unit will be described in the relevant Faction Force List. Should a Flyer be destroyed in-game, it's BR translates to Victory points as normal.

TYPES OF AIRCRAFT AVAILABLE

All Flyers in the game are divided into 2 types: **Air Support Flyers** and **Hover Flyers**.

Air Support Flyers, such as Pelicans and Phantoms, are large Flyer Elements that perform Missions used to enhance and reinforce the troops on the ground. They are represented by the acronym ASF in the movement statistic of their profile.

They will often be called in to tip the balance of an engagement, with payers taking great risk in order to do so, careful not to squander their vital assets on frivolous actions since a poorly deployed sortie could well end up being shot down by the enemy!

Hover Flyers such as Falcons or Banshees are small battle-capable aircraft that perform their tasks in direct concert with the Ground Units in a Force. They are not governed by any of the Mission rules in this chapter and are treated as normal Elements in most respects of gameplay - the only notable differences are that they cannot gain any benefits or special rules from Terrain and are not blocked by other Units when making Basic or Flat Out Movement Actions.

Both these types of Elements are affected by the Line of Sight rules for Flyers and they can Only be Attacked by weapons with an **AA** stat.

ACTIVATING AIR SUPPORT FLYERS

Air Support Missions are declared the same way as any other unit activation. Once declared, a player announces the type of Mission they are executing at the same time as declaring the Air Support Flyer they want to activate.

This can be done as simply as saying I'm going to activate my Pelican from Battle Group Alpha to execute a Ground Attack Mission. Alternatively, a player may choose to withhold an Air Support Flyer, giving them an Activation Token without executing a Mission. Only **ONE** Air Support Mission can be performed per Game Turn, per Battle Group.

Bringing this type of Flyer asset to the table uses the following process:

1. CHOOSE TARGET AND ENTRY POINTS

The player should place a Target Point Token at a location on the Battlefield they wish to execute their Mission and then an Entry Point Token along their Long Board Edge where they wish their Flyer to enter the Battlefield. These tokens **MUST** create a straight line and represent the **Flight Path** of the Flyer as it moves across the table at high-speed towards the target of its mission.

Air Support Flyers **ONLY** ever move in a straight line as their speed across the battlefield is such that turning is not allowed, and because a straight line is created the Flyer can Never exit the battlefield on the same edge it entered from.

Exit Point Tokens are available, but need only be used if a player wishes to actually mark a Flyer's Exit Point.

2. THE FLIGHT PATH

Move down the Flight Path with your Model or template until you reach the Target Point. The Player thep performs the intended Mission.

3. COMPLETE THE MISSION

Once the Air Support Mission has been completed, continue down the Flight Path until the Flyer exits the battlefield at the table's edge. Some Elements have the **Dust Off** loadout. which allows them to leave the battlefield from the Target Marker. See **PAGE 91** for more details on how the Dust Off loadout works.

Damage to the Flyer should be recorded in some way. For example, by placing Damage Token(s) on its statistic card.

THE 'DUST OFF' LOADOUT FOR AIR SUPPORT FLYERS

Air Support Flyers are highly specialized in their combat role, commonly outfitted with hover-technology that allows them to execute certain types of Air Support Missions more effectively. Such Elements usually have the Dust Off Loadout, and when engaged on **Combat Drop**, **Supply Drop**, or **Reinforcement Missions**, move down their Flight Path towards their Target Point, then 'dust off'. This allows them to be removed from the table once their Mission has been completed, rather than continuing down their Flight Path until they leave the battlefield.

However, Flyers engaged on these Missions are vulnerable to **Reaction Fire** by Anti-Air Elements as they hover above the battlefield. Any Reaction Fire Attacks use **Firepower Rating 5** when attacking a Flyer performing a Mission that benefits from the **Dust Off** Loadout. Air Support Flyers performing **Ground Attack** or"**Combat Air Patrol** cannot use the **Dust Off** Loadout, instead continuing down their Flight Path after their Mission is completed until they leave the battlefield at the table's edge.

THE COST OF AIR SUPPORT MISSIONS

The announcement certain Air Support Missions in a game will award Victory Points immediately to a player's opponent when the Mission is announced, even if the Mission is a failure due to the Flyer being shot down! These costs are summari| ed below and explained in full in the relevant Mission rules as well as on each Air Support Flyer's statistic card.

VICTORY POINTS (VP) TABLE FOR AIR SUPPORT FLYERS	
MISSION	VP AWARDED TO THE ENEMY
Ground Attack	1 - 2
Combat Air Patrol	1 - 2
Supply Drop	0
Reinforcement	1 - 2
Combat Drop	0

Shadow Templates are an easy way for players to represent Air Support Flyers

RANGED ATTACKS BY AIR SUPPORT FLYERS

Flyers engaged on an Air Support Mission do not have their gunners sit idly by as they streak across the battlefield. Rather, they have their weapons ready to fire at any targets that present themselves. Flyers are at their most lethal when executing a **Ground Attack** or **Combat Air Patrol Mission**, with other Missions using defensively-focused firepower.

Air Support Flyers may **ONLY** target enemy Units within weapon range once they reach their Target Point. All Arcs of Fire and range must be adhered to from any Attack, as well as modifiers to the **Firepower Rating** due to Terrain or Loadouts on targeted units.

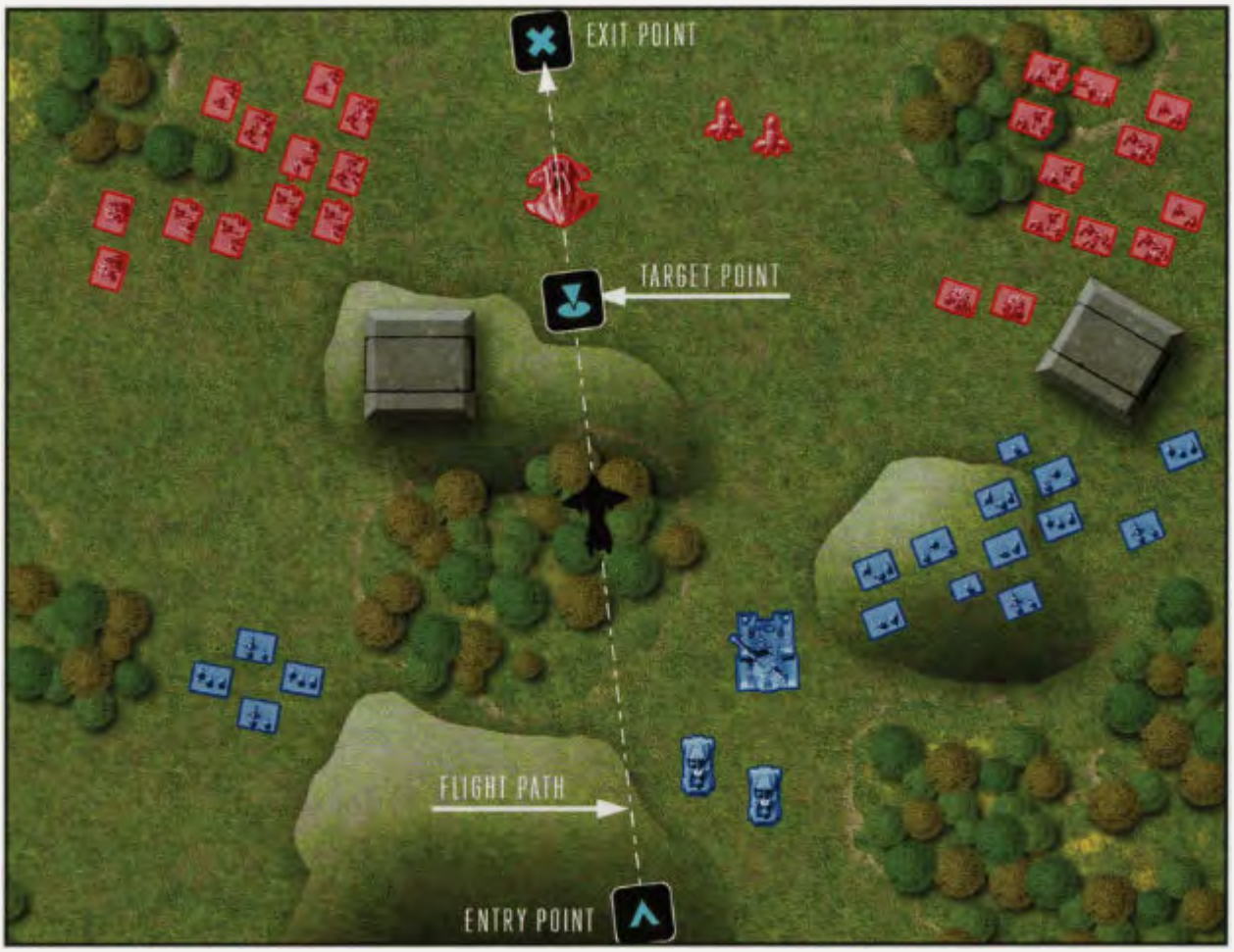
Various Missions will have different starting **Firepower Rating** levels and specific rules for how the Mission operates. See the individual Missions detailed in this chapter for more information, and the table below which lists the different base Firepower Ratings.

FIREPOWER RATING TABLE FOR AIR SUPPORT FLYERS	
MISSION	FIREPOWER RATING
Ground Attack	5
Combat Air Patrol	5
Supply Drop	2
Reinforcement	2
Combat Drop	2

GROUND ATTACK MISSION (1 or 2 VP)

Most Flyers are able to mount **Ground Attack** Missions against enemy targets on the battlefield. Such Missions are highly prized by military commanders and can often make the difference when it comes to breaking a stalemate. But you should use such missions wisely, as poorly thought out **Ground Attacks** could end up seeing your Flyer shot down by the enemy and VPs squandered!

A Flyer on a **Ground Attack** Mission must announce their Target and Entry Points which will in turn define their Flight Path. The Target Point must be within weapons range of a Ranged Attack they wish to execute. Once the Mission is completed, the Flyer will leave the table by continuing in a straight line. All Flyers executing a **Ground Attack** Mission begin their Attacks at a **Firepower Rating** of **5** and are subject to modifiers as normal.



REINFORCEMENT MISSION (1 or 2 VP)

Some Flyers can be sent on a **Reinforcement** Mission by a player in an attempt to bring an existing Unit back to full strength. A player should select a Target Unit, placing the entry marker on their long board edge and the Target Marker over the Unit in question to indicate the Flight Path of the Flyer.

If the Flyer is able to complete the mission, the Target Unit is brought back up to full strength with all Elements that were previously lost in the game being replaced (including any Weapons Teams that might have been lost). Once their Mission is completed, the Flyer will leave the table by continuing in a straight line, unless it has the **Dust Off** loadout. All Flyers executing a **Reinforcement** Mission start at **Firepower Rating** of **2** for all Attacks, subject to normal modifiers and may only chose **ONE** of their weapons loadouts to attack with.

In most cases, **Reinforcement** Missions are not limited outside of normal ASF Mission restrictions, and can done by **ANY** ASF unit in the same Force as the Unit being reinforced. It is also worth noting that there are some Units (Notably Character Units) that **CANNOT** be reinforced.

What Unit is being reinforced determines the cost of the Mission. Reinforcing Units typically awards **1 VP** to your opponent, except when reinforcing **Armored Units** or Units with the **Combat Specialist** Loadout. In those cases, a Reinforcement Mission awards your opponent **2 VP**.

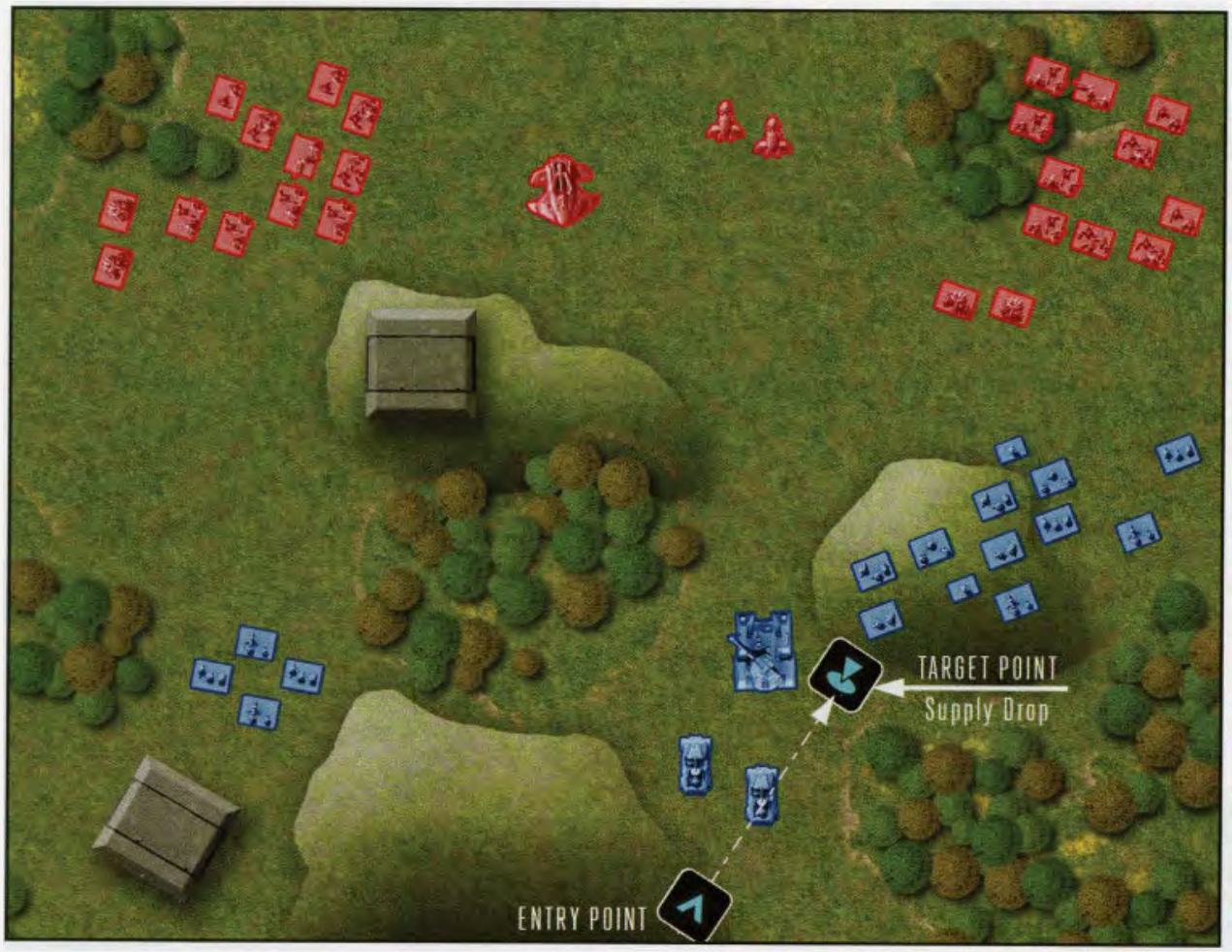
SUPPLY DROP MISSION (0 VP)

This Mission is used to re-supply Units on the field. The Flyer engaged in a **Supply Drop** Mission declares its Target and Entry Points as normal. Should the Flyer successfully reach its target point, they deploy a **Supply Drop** on the battlefield at that location.

Supply Drops allow friendly Infantry Units within **6"** to gain the **Active Overwatch** Loadout - see **Page 95** for details. Supply Drops remain active for as long as they are on the battlefield, and Units can move in and out of range as many times as they want.

Once a Mission has been delivered, the Flyer is free to continue along its Flight Path until it leaves the battlefield. All Flyers executing a **Supply Drop** Mission may only chose **ONE** of their weapons loadouts to attack with and start their Attack at a **Firepower Rating** of **2** and are subject to any normal modifiers.

CAPTURING SUPPLY DROPS - Supply Drops are represented by markers on the battlefield. Should an enemy ground Element ever make base contact with this Marker, the **Supply Drop** is removed from play, immediately scoring the enemy player **2 VPs**.



COMBAT AIR PATROL MISSION (0 or 2 VP)

These are vital parts of any defensive battle plan where Flyers can be tasked with engaging enemy Flyers in dogfights bid to eliminate them prior to the completion of their missions.

When a player elects to place one of their Flyers on a **Combat Air Patrol**, their Entry Point is chosen and a Marker placed touching the long board edge; but the Flyer **DOES NOT** execute the mission immediately. Instead, the Flyer remains 'on station' just off the battlefield, waiting for the enemy to announce an Air Support Mission of their own.

When their opponent announces an Air Support Mission of their own (other than a **Combat Air Patrol** Mission), the player with the **Combat Air Patrol** 'on Station' may move to intercept the Flight Path of that Flyer, executing an attack against it.

The intercepting Flyer now makes an out-of-sequence move by placing a Target Point that intersects the enemy Flyer's Flight Path. Remember the intercepting Flyer can still be subject to reacting enemy anti-air fire from enemy units! Once the intercepting Flyer completes its Mission it must exit the table by continuing down its flight path.

All Flyers executing a **Combat Air Patrol** Mission start their Attacks at a Firepower Rating of 5 and are subject to modifiers of normal. **ALL** weapons on the intercepting Flyer **MUST** be directed towards the Target Flyer where possible. No other targets may be declared for attack in a **Combat Air Patrol** Mission.

Note: it is entirely possible for multiple **Combat Air Patrol** Missions on **BOTH** sides to execute their missions against each other with the last interception executing first, and working backwards through the order they were declared.

What kind of ASF is being tasked with Combat Air Patrol determines the cost of the Mission. Dedicated Strike-Fighters, like a Longsword, typically awards NO (0) VP to your opponent, while support-oriented craft such as a Phantom awards your opponent 2 VP.

The exact cost will be outlined in detail on the specific unit card.

In the example above, a UNSC player announces they are performing a **Ground Attack** Mission against a Covenant Wraith in the center of the battlefield.

Fortunately for the Covenant player, they have placed their own Air Support Flyer on **Combat Air Patrol** and so announces an interception against the UNSC Flyer. The Covenant Player will have already given the UNSC player **2 VP** for having announced this type of Mission.

Once the UNSC player has placed their Target and Entry Points, placing their Target, Entry, and Exit Tokens, the Covenant player selects a Target Point that intersects the UNSC Flyer's Flight Path, thus creating their own Flight Path.

The Covenant player then moves their flyer to engage the UNSC Flyer. Measuring all ranges from its point of interception, the Covenant Flyer executes its Attacks against the UNSC Flyer before continuing along its Flight Path and leaving the battlefield.

Remember that the UNSC player still can attempt **Reaction Fire** against this out of sequence Covenant Movement by a single Unit with Anti-Air Weapons.

Should the UNSC Flyer survive the interception attack from the Covenant Flyer, it may continue its Movement across the table to engage the Wraith.

As this is a **Combat Air Patrol** mission, the **Dust Off** Loadout cannot be used, which means the Covenant flyer must exit the table continuing in a straight line once it has engaged the UNSC Flyer.

COMBAT DROP MISSION (0 VP)

All Infantry (and some Armored) Units chosen in a Force can be held back during deployment as **Air Reserves** to be deployed onto a battlefield later using a **Combat Drop Mission**. Such Missions are highly valuable as they allow for a Force's elite Units to be brought straight into the heart of a battle, but care should be taken when executing this type of Mission as the loss of the Flyer will also result in the demise of the Unit being carried with no Heroic Saveu permitted!

The Flyer engaged in a **Combat Drop Mission** declares its Target and Entry Points, marking them as normal. Should the Flyer successfully reach its Target Point, the Infantry Unit onboard may deploy a single Element positioned on the Target Point and any other Elements are placed within coherency. The newly deployed Unit does not have an activation token, and can be activated at the next available opportunity. Flyers performing a **Combat Drop Mission** start their Attack at **Firepower Rating** of **2**, subject to normal modifiers and may only chose **ONE** of their weapons loadouts to attack with.

In the example above, a Pelican is delivering a Unit of UNSC Recon Troopers (shown in cyan) on a **Combat Drop** Mission. UNSC Recon Units provide an excellent assassination capability to a UNSC Force, so the UNSC player wisely elects to bring them into the fight safely away from any active Anti-Air fire, choosing a safe Target Point on the battlefield to drop the Unit.

The UNSC player marks the Target and Entry Points, and when the Flyer reaches the Target Token, a single Recon Element is placed on the tabletop and all other Elements are placed within coherency of it. The Pelican can now 'dust off' exiting the battlefield from the Target Point because this Mission allows for the use of the Loadout.

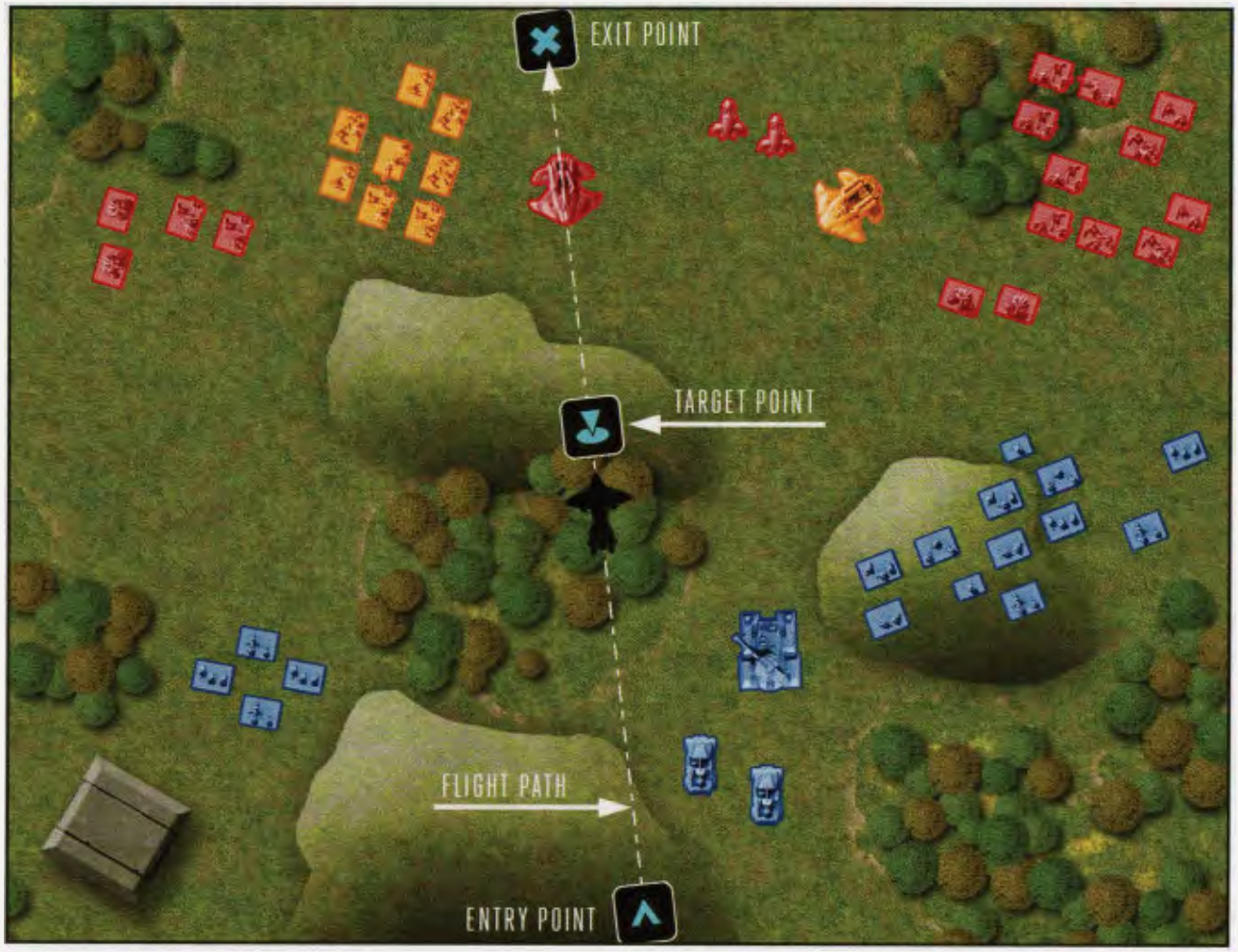
FIRING AA-WEAPONS AS A REACTION

Rather than reacting at a Flyer at the beginning or the end of its movement, Units attempting Reaction Fire against enemy Air Support Flyers do so in a slightly different manner:

At **ANY** point during a Flyer's movement down its Flight Path a player may attempt Reaction Fire with a single unit within weapon range. If Successful, the Unit may fire using its weapon's Anti-Air (**AA**) Value. Alternatively, a defending player with an Air Support Flyer on a **Combat Air Patrol** Mission may decide to make an out-of-sequence interception.

A Unit within weapons range of a Flyer's Flight Path may attempt to react to a Flyer moving overhead. Ranges for Elements able to fire within a Unit are determined from the center of an Element to the Flight Path itself.

Any Unit that attempts **Reaction Fire** against an Air Support Flyer gains an Activation Token as normal. **AA** weapons carried by Elements are not affected by intervening Terrain or other Elements when Targeting enemy Flyers. All firing at Flyers follows the rules regarding Firing Actions and **ALWAYS** uses the AA value attached to each weapon. If a Flyer is Destroyed by **AA**. it is removed from its Battle Group.



In the example above, a UNSC Flyer is performing a **Ground Attack** Mission against a Covenant Wraith. As the UNSC Flyer approaches its Target Point the Covenant player has several options open to them; the **AA Wraith** (shown in orange) can attempt **Reaction Fire,** the Grunt Lance has 8 Bases (also shown in orange) that can React once the UNSC Flyer attempts to leave the table. The Wraith that is the target of the Ground Attack can also attempt to React, but it has limited **AA** capability. The AA Wraith or Grunts are best option for engaging the UNSC Flyer. As you can see, **Air Support Missions** can be dangerous!

END PHASE

In this Phase, players will resolve any outstanding effects and situations generated by the events of the Game Turn. Players will attempt to gather their forces to push forward into the next phase of battle.

The **End Phase** breaks down into the following steps:

STEP 1 - CALCULATING VICTORY

Games are won and lost on the back of **Victory Points** (**VPs**), which not only represent the ability of one side to dominate and destroy the other, but also to satisfy particular strategic and tactical goals. VPs can be awarded for many reasons. The Most common are:

DESTROYING THE ENEMY

Players should keep a running tally of the Build Rating (BR Points of all enemy Elements they have managed to Destroy. Remember that with Infantry you **MUST** Destroy an **entire Unit** in order to claim VPs for it. With Armored and Flyer Units, you score VPs for each Element that is Destroyed.

BATTLE GROUP DESTRUCTION

Some Scenarios will award additional VPs when an entire Battle Group is Destroyed.

THE LOSS OF A LEADER

Some Scenarios will award additional VPs for each Element with the **Commanding Presence**, or equivalent, Loadout that is Destroyed. The number of Victory Points awarded may vary depending on the specific Scenario Conditions (such as in the Assassinate Mission Scenario in this book).

PLACED OBJECTIVE CAPTURE

Some scenarios will dictate the presence of a **Placed Objective** on the battlefield. These Objectives are commonly Buildings. Should a Unit of Infantry move into contact or Garrison the objective they are considered to have captured it, gaining any Victory Points attached to its capture.

SCENARIO SPECIFIC VICTORY POINTS

Scenarios may also have other conditions under which additional VPs are awarded. See the **Pre-Game Setup** on **PAGE 38** for more about calculating VPs.

CHECK FOR END OF GAME TABLE	
VICTORY POINTS COMPARISON	GAME RESULT
A player has **DOUBLE OR MORE** VPs than their opponent.	The player with the Highest Victory Points Total wins a **Crushing Victory.** The player with the Lowest Victory Points Total suffers an **Outright Defeat.**
A player has **MORE,** but not **DOUBLE** the VPs than their opponent.	The player with the Highest Victory Points Total wins a **Marginal Victory.** The player with the Lowest Victory Points Total suffers a **Narrow Defeat.**
Both players have the **SAME** VP total.	The game is a **Draw.**

CHECK FOR THE END OF THE GAME

All Scenarios in a game will have a set number of Game Turns that can be played. If the **Game Turn Limit** has been reached, the game ends and players compare their Vps total, using the table above.

STEP 2 - PREPARE FOR THE NEXT TURN

Assuming the Game Turn Limit has not been reached, all players should now prepare for he next Game Turn. The battlefield should be tidied up to make sure all relevant Damage Tokens are on the correct bases, and any used Order Dice should be retrieved. Players should also remove all **Activation** and **Cooldown** Tokens from"the battlefield.

Players should also announce if any **Character Infantry** or **Leader Elements** are intending to attach or detach themselves to/from Units. Detaching Characters move **4"** away from the Unit.

Unused Order Dice can be removed from the Force Commander and any Heroic Character Data cards in preparation for the next Game Turn, but only if a player so chooses. Players then proceed with the **Pre-Turn Phase** of the new Game turn, See **Page 52 .**

APPENDIX 1: LOADOUTS

Loadouts are a set of rules that reflect specific conditions or effects, usually representing technologies that give bonuses to a Force, or append the normal game rules in some way.

LOADOUT ORGANISATION

For convenience, we have organise the Loadouts into **Movement and Defence** Loadouts, **Firing and Weapon** Loadouts, and **Melee and General** Loadouts. This represents the instances where they are most likely to be used. Under each heading, the Loadouts are also listed alphabetically for ease.

MOVEMENT & DEFENCE LOADOUTS

DUST OFF

This Loadout is only available to certain types of Flyers and Armored with the **Air Support Flyer** or **Ground Support Unit** designation. Flyers with this Loadout engaged in **Combat Drop**, **Supply Drop** or **Reinforcement** Missions enter the table via their Entry Point Marker, move down their Flight Path towards their Target Point Marker, and then 'dust off' by being removed from the table once their Mission has been completed without continuing their movement towards a board edge.

Flyers on these three Missions are vulnerable to Reaction Fire by Anti-Air Elements as they deliver their Mission as they hover above the battlefield, descending towards their Target Point Marker. All **Reaction Fire Attacks** are resolved with **Firepower Rating 5** when attacking a Flyer performing a Mission that benefits from the **Dust Off** Loadout.

Example: A Pelican Dropship performs a **Reinforcement** Mission. A Unit of Ghosts succeeds in passing its **Reaction Fire Test** and attacks with **Firepower Rating 5** against the reinforcing Pelican.

EVASIVE (X)

An Element with the **Evasive** Loadout is much harder to react to, thus reduces the Enemy's Reaction Fire Tests result by value shown with **X**.

CLOAKING

An Element with the **Cloaking** Loadout cannot be targeted for Ranged Attacks outside of Short Range. Elements with this Loadout do **NOT** block Line of Sight to the Units behind them.

STRIDE

Units with the **Stride** Loadout are unaffected by **Hindering Terrain** and may move through **Linear Obstacles**.

ELUSIVE (X)

An Element with the **Elusive** Loadout causes any Attack made by an enemy Element to be counted as firing into **Cover** that is one level higher per every value of X over 1. When targeting an Element in the **Open**, the Cover Level is counted as **Light Cover**. When targeting an element already in **Light Cover**, it counts as being in **Heavy Cover**. Elements with this rule already in Heavy Cover gain no further benefit.

Note that weapons with the **Blast** Loadout ignore Elusive rules as they ignore **ALL** levels of Cover.

For example: A UNSC Recon Team has taken up position in a Wood. The Wood provides a Light Cover modifier of **-1** to the Firepower Rating of any incoming Attack, but the Recon Team's **Elusive 1** Loadout upgrades that to **-2** instead.

HEROIC SAVE (X)

If at any time an Element with the **Heroic Save** (**X**) Loadout should be allocated a Damage Token, roll a single D6, looking for a roll equal or higher to the value listed in the parentheses on the Element's statistic card (or, if you prefer to use the classic Halo Die method, refer to the table below).

6+ SAVE =
5+ SAVE =
4+ SAVE =
3+ SAVE =
2+ SAVE =

Example 1. A Spartan suffers enough hits to be taken out of action. The Spartan has the **Heroic Save (3+)** Loadout. Rolling a single D6, the Spartan rolls 3 to ignore Damage, shrugging off the Damage and fighting on - but remember that the Spartan still has to make a Suppression Test without modifiers!

Example 2. An Brute Captain is injured during Melee, taking a single hit to his last Damage Track, just enough to be taken out of action. The Brute Captain has the **Heroic Save (4+)** Loadout. Rolling a single D6, the Captain makes a roll a 3, being removed as a casualty for failing his save.

Example 3. A Unit of Jackal Assault Troops suffer catastrophic Damage, losing 3 Bases under a torrent of UNSC fire. The Jackals have the **Heroic Save (6+)** Loadout. **Each** Jackal Base must roll a 6 to avoid being removed as a casualty. Luckily, the roll ends up as 5, 1, and 6. One Jackal Element survives while the other two are removed and placed in the Scrapyard. The Jackals then roll a Suppression Test, adding the two Damage Tracks (though not the one that saved!) to their total roll.

ORBITAL INSERTION

Units with this Loadout can be held back in **Orbital Reserves** and inserted into the battlefield from space, see the rules for Activating such units as detailed on **Page 64**. These Units will be supplied with Orbital Insertion rules specific to the Unit.

For example: A Unit of ODST are held back by a UNSC player with the intent that they will be 'inserted' into the battlefield at a later stage of a game. During Game Turn 2 (the minimum turn they can be Activated), the UNSC player decides it is the perfect time to strike and places a Scatter Template on the table, rolls a D6 for Deviation and a D6 for the Scatter Distance measured in **inches**.

Consult the Orbital Insertion rules supplied with Units that are able to deploy this way for rules specific to the Unit.

WEAPON & FIRING LOADOUTS

BLAST

Some weapons are able to deliver such catastrophic damage to the enemy that no level of Terrain will provide Cover against. All weapons with the **Blast** Loadout ignore Terrain Cover effects when determining the Firepower Rating of an Attack.

Example: A Wraith opens fire with its Plasma Mortar against a Unit of UNSC Riflemen that are seeking cover in a bunker. Normally, the Attack would be modified by **-2** to its Firepower Rating for Heavy Cover, but due to the Wraith's weapon having the **Blast** Loadout, this cover penalty is ignored!

COOLDOWN

All Weapons with the **Cooldown** Loadout may only be fired **ONCE** per Game Turn. Should an Element perform a Firing Attack with the Weapon, place a **Cooldown Token** next to it after it has resolved its Attack to represent the weapon's unavailability for the remainder of the Game Turn. All Cooldown Tokens are automatically removed from play during the **End Phase** of the Game Turn.

Example: A UNSC Recon Unit opens fire with its Sniper Rifles during a **Reaction Fire.** After the Attack has been resolved, each Base with Sniper Rifles take a Cooldown Token to denote they have fired this Turn.

Note, should the Unit have failed its Reaction Fire Test, they would **NOT** take the Cooldown Token as they technically have not shot yet, but they **WOULD** still take an Activation Token however.

DEVASTATING (TYPE)

All Ranged Fire that include a weapon with the **Devastating** Loadout gain a **+1** bonus to their Firepower Rating when targeting the enemy Type listed in parenthesis.

Example: A UNSC Scorpion has a Battle Cannon with the **Devastating (ARM)** Loadout. This means that when attacking Armored targets, all its Attack Dice use a Firepower Rating of 5 prior to modification by Terrain etc.

SCOUR THE SKIES.

All Elements with this Loadout always have an unmodified **Reaction Fire** statistic of **7/9** (replacing their existing Reaction statistic) if they are targeting enemy **Flyers** with Reaction Fire.

Example: A UNSC Sun Devil opens fire on a Covenant Phantom Dropship that is performing a Reinforcement Mission. The Sun Devil has already Activated, and would normally be restricted to a Reaction Fire statistic of **12,** but this is modified to **9** because it is Reacting against a Flyer.

INDIRECT FIRE WEAPON

Indirect Fire weapons (often referred to as IDF weapons) may target enemy Units even if they have no Line of Sight, provided that another Element in the same Battle Group **CAN** draw an unimpeded Line of Sight to the target. All IDF Attacks are resolved at **Firepower Rating 2**, with no modifiers of any type applied.

Example: A Covenant Wraith has no clear Line of Sight to a UNSC Riflemen Unit with its Plasma Mortar. Fortunately, there is a Unit of Covenant Grunts from the same Battle Group that CAN draw Line of Sight, and so the Wraith can still fire, resolving at **Firepower Rating 2** with no modifiers of any type in play.

LOCK ON

This weapon gains a **+1 Firepower Rating** modifier when firing at **Long Range**.

Example: A UNSC Fire Support Unit is equipped with Rocket Launchers with the **Lock On** Loadout. When attacking an enemy at Long Range, the weapon will gain a +1 modifier to its Firepower Rating.

UNDERSLUNG BLADE

An Element with the **Underslung Blade** Loadout adds **2** to it's Melee statistic.

ARMOR-PIERCING (X)

Weapons with the **Armor-Piercing** Loadout reduces the amount of Successes in an Enemy's Soak pool by the value shown with **X**.

BEAM WEAPON (X)

Weapons with the **Beam Weapon** Loadout perform **X SEPARATE** ranged attacks. The first attack **MUST** target a single target Unit that is closest to the Element firing this weapon. After that attack resolves, you may chose a new target within **6"** of the previous target that is both within Range and Line of Sight. Repeat that step for any subsequent targets. Reaction Fire can **ONLY** target the Unit being reacted to.

MOVE OR FIRE

Any Element armed with a weapon with the **Move or Fire** Loadout must perform a **Hold Move Action** in its **Movement Phase** if it wants to fire with the weapon. Should the Element perform any other Move Action, place a **Cooldown Marker** next to the Base to show that the Weapon is unable to fire.

Example: A UNSC Riflemen Unit with HMG Upgrade elects to move from woodland into a building in its Movement Segment. HMGs have the **More or Fire** Loadout and the HMG Element takes a Cooldown Token, meaning it cannot now shoot this Game Turn. The other UNSC Riflemen, carrying Small Arms, in the Unit do not have the **Move or Fire** Loadout, and are therefore able to perform a Ranged Attack.

Example: A Unit of UNSC Drop Pods deploy to the battlefield using the Orbital Insertion rules, and therefore perform a Basic Move Action. Any Elements exiting the Drop Pods with the **Move or Fire** Loadout would gain Cooldown Tokens, whereas any Elements without the Loadout could perform a Ranged Attack.

LETHAL (X)

Weapons with the **Lethal** Loadout reduces **Heroic Saves** by the value represented by **X** when Damaged by a Ranged Attack.

Example: A Elite Warrior suffers two points of Damage from a UNSC Recon Team firing Sniper Rifles, which the Elite must save. The Elite Minor has the **Heroic Save (4+)** Loadout. But, because the Sniper Rifle has the **Lethal 1** Loadout, the Value gets reduced to a **(5+)**!

PINPOINT

Weapons with the **Pinpoint** Loadout may only ever combine to perform a Ranged Attack with other weapons which also have the **Pinpoint** Loadout. A Pinpoint Attack **MUST** select a single Element within an enemy Unit to be the target.

This does **NOT** have to be the closest Base in the enemy Unit, and can instead be any Base the Attackers can draw Line of Sight to. Should the Target be Damaged multiple times by this attack, it must perform multiple Heroic Saves if permitted.

Example: A UNSC Recon Team decides to open fire on a Grunt Lance that is within Range. The Recon Unit has 2 Bases with Sniper Rifles and 2 Bases of standard Recon Troopers with Small Arms.

This requires the UNSC player to build **2 separate attack dice Pools:** one for the Sniper Rifles and one for the Riflemen's Small Arms. The Small Arms are governed by the standard rules for Attacking an Infantry Unit, including targeting the **closest** Elements in the Unit first. The Sniper Rifles, however, have the **Pinpoint** Loadout and allows them to target ANY Element they can draw Line of Sight to, such as the Elite Minor Element that is leading the Grunt Lance.

When the Ranged Attack is resolved, the Small Arms fail to cause enough Damage to remove a Base, but the Sniper Rifles manage to Damage the Covenant Elite Minor no less than twice!

The Covenant player rolls the Elite Minor's **Heroic Save (4+)** needing **2** rolls of 4. The Covenant player fails to save both of the Damage and the Base is removed from play as a casualty. Bad news for the Grunts!

POINT BLANK

All weapons with the **Point Blank** Loadout gain a **+1** modifier to their **Firepower Rating** when firing at a Unit in Short Range.

Example: A Covenant Grunt Lance containing 3 Bases of Grunts and 1 Base with an Elite Minor open fire on a UNSC Fire Support Unit. Each Base is within Short Range with their weapons meaning all Dice in their Attack Dice Pool will use a **Firepower Rating of 5** prior to any modification by Terrain etc.

SUPPRESSION (+X)

If a weapon with the **Suppression** Loadout causes Damage in an attack, the Suppression Test taken by the enemy Infantry will add a number equal to the Value listed in the parentheses to the result of their Suppression Test dice roll. Note that should multiple instances of a suppression Test be present in the Attack, they do not stack. Choose the highest Value.

Example: An Activated Covenant Grunt Lance suffers 3 Damage from a Unit of Warthogs. The Warthog's chainguns have the **Suppression (+2)** Loadout, meaning that the Grunt Lance must take its Suppression Test rolling **2d6+3+2!** The Covenant player makes the roll and gets a result of **7,** then adding **5** to the result for a total of **12,** and the Grunts reach well over the level required for Suppression (which is **10**) to take effect and thus take a Cooldown Token on top of their Activation Token!

INFERNO (X)

If **ALL** weapons with the **Inferno** Loadout target the same Unit, that Unit **MUST** take a Suppression Test after Damage has been resolved (even if no Damage was suffered!). If the Suppression Test was failed, the target Unit must make an immediate **Repulse Move** directly away from the source of the Attack. If the target Unit was in a Terrain Feature, add the value shown in **X** to it's Suppression Test.

IMMOBILIZE (X)

If **ALL** weapons with the **Immobilize** Loadout target the same Armored or Flyer Unit, that Unit **MUST** take a Suppression Test after Damage has been resolved (even if no Damage was suffered!), adding the value shown in **X** to it's Suppression Test.

MELEE & GENERAL LOADOUTS

ACTIVE OVERWATCH

A Unit with the **Active Overwatch** Loadout may re-roll their Reaction Fire dice when attempting to execute a Reaction Fire Test. Both Dice must be re-rolled and the second result must be accepted.

AERIAL INSERTION

Unless otherwise stated as part of a scenario condition, an Armored Unit with the **Aerial Insertion** Loadout may be deployed into battle using the **Combat Drop Rules** for **Air Support Mission** Flyers.

ARMORED INFANTRY

Armored Elements with this Loadout may occupy Garrison Terrain, gain Cover, and capture Placed Objectives as though they were **Infantry**.

ATTACHMENT (INF/ARM/ALL)

Elements with this Loadout may attach to existing Units in their force, denoted in parenthesis: Infantry **(INF)** and Armored **(ARM)**. When attached to Infantry, they apply their React statistic to the Unit they have joined. Units that are Heroic may never attach to another Unit that is Heroic and Characters may never attach to other Characters.

When attached to an Armored Unit, the Element loses access to its own weapons, effectively replacing them for the on-board weapon(s) of the Vehicle. If the Vehicle they are in is Destroyed, place the attached Element within **4"** and apply the **Destroyed Transport** rules from **Appendix 2**

Elements with the **Attachment** Loadout may **NEVER** attach to Flyer Elements. Elements with the **Attachment (ALL)** Loadout may attach to either Infantry or Armored Units (but never Flyers). In addition, they may elect to exist on their own on the battlefield.

An Element attaches by moving into contact with the desired friendly Unit, giving both Units an Activation Token (assuming the friendly Unit does not already have already).

Elements with the **Attachment** loadout may deploy attached to another unit in the same battle group.

DECOUPLING - An Attachment may decouple itself from a Unit if desired. This must be announced during the Prepare for Next Turn Step of the **End Phase** of a Game Turn. If an Attachment decouples, it is placed within **4"** of the Unit and no longer counts as being attached to it.

BATTLE HARDENED (X)

An Element with this Loadout may re-roll failed Melee Dice up to the value listed in parentheses. In cases where a Unit has multiple Elements with the **Battle Hardened (X)** Loadout, the values combine! For example, a Unit of 2 Hunters with the **Battle Hardened (3)** Loadout each could re-roll up to **6** Melee Attack Dice!

COMMANDING PRESENCE (X")

An Element with this Loadout allows a friendly Unit from the same Battle Group to increase the result of a Reaction Fire Test by **+1** when within the Range listed in the parentheses. In addition, all Infantry Units from the same Battle Group within Range may reduce the result of a Suppression Test by **-1**.

INTIMIDATING PRESENCE (X")

An Element with the **Intimidating Presence** Loadout decreases Enemy Reaction Fire Tests by +1 and increases Enemy Suppression Test results by +1.

FEARLESS

Infantry Units that include an Element with the **Fearless** Loadout can re-roll a failed Suppression Test. The second result must be accepted.

HIJACK!

Elements with this Loadout are able to hijack some enemy Armored Vehicles during the course of a battle, using many of the rules described in the **Attachment** Loadout. These instances are not without risk, and can be achieved if the hijacking Element is willing to run the risk of taking Damage or even being Destroyed if the Vehicle they are in has been Destroyed!

An Element wishing to attempt a hijack must move into contact with an enemy Vehicle and takes an automatic point of Damage. **Heroic Saves** are permitted if available. If the hijacking Element survives, the crew of the Vehicle are subdued/knocked out long enough for the hijacker to take control of the Vehicle.

From this moment the Vehicle is considered to be part of the hijacker's Force in all respects. When first hijacked the Vehicle cannot perform any movement, but the hijacker can perform a Ranged Attack(s) with any of the Vehicle's weaponry.

In the **End Phase** of each Game Turn, the hijacker may elect to exit from the Vehicle, being placed anywhere within **4"** of the hijacked model (chosen by the hijacking player), or can attempt to remain in control of the Vehicle.

To remain in control a player must roll a Halo Dice needing a or . If successful, the hijacked Element remains under their control and can continue to be used as if it were a Unit in their own Force.

If unsuccessful, the hijacker is kicked off the vehicle, placed anywhere within **4"** (chosen by the expelling player), and the expelled hijacker takes an automatic point of Damage, with **Heroic Saves** permitted.

Should an Armored Element be Destroyed while hijacked, no Victory Points are scored by either player for the loss of the Armored Element. Most importantly, remember that the Unit which performed the hijack is to be placed within **4"** of the vehicle and then remember to apply the Destroyed Transport rules from **Appendix 2.**

When an Armored Unit is no longer in a state of being hijacked, and returns to the control of the owning player, it becomes subject to the normal Unit coherency rules until it moves back into coherency with other Elements from its Unit, should there be any on the battlefield.

Example: A Spartan moves into contact with a Wraith and announces that rather than engage it in Melee, they will attempt to hijack it instead. The Spartan takes an immediate point of Damage, which is saved using the impressive **Heroic Save (3+)** Loadout. They can now do what they want with the enemy Wraith!

During the **End Phase,** the Spartan can choose to safely exit from the Vehicle, or can roll to remain in control of the Vehicle, but runs the risk of taking Damage.

Bear in mind that the Covenant player may decide to open fire on their own Wraith in dire circumstances, especially when there is a possibility of Destroying a vile Spartan!

HIJACK RESISTANT

An Element with the **Hijack Resistant** Loadout cannot be Hijacked by an enemy player, nor can it have friendly **Elements** with the **Attachment** Loadout attached to it. For example, even though a Hunter is classed as an Armored Unit, it simply is not possible to hijack one.

DEADLY (X)

An Element with the **Deadly** Loadout reduces **Heroic Saves** by the value represented by **X** when in Melee.

Example: A Spartan is Charged by a Bloodstar, the Bloodstar fights first and the Spartan takes two points of Damage, which the Spartan must save. The Spartan has the **Heroic Save (3+)** Loadout. But, because the Bloodstar has the **Deadly 1** Loadout, the Value gets reduced to a **(4+)**!

NON-COMBATANT

An Element with the **Non-Combatant** Loadout cannot make a Ranged Attack with it's Reaction Fire. Instead, after a Successful Reaction Fire Test, an Element with this Loadout may elect to make a **Basic Move Action**.

HIGH VALUE ASSET

A Unit with the this Loadout does not give **Victory Points** equal to their **BR** upon Destruction as normal. Instead, this Unit rewards their opponent a number of **VPs** for each Damage Token applied. Check the Unit's card for the specific value denoted for each Damage Track.

APPENDIX 2: TRANSPORTS

Thank you for the rules, Luke Tobyn! Taken and tweaked with permission.

Some Armored and Flyer Units are able to ferry allied Infantry Units across the battlefield, shielding them from harm and delivering them to their objective. These are distinct from Air Support Flyers in being active Elements on the board and indicated by having the **Transport (X)** Unit Loadout, with 'X' representing the maximum number of Units (not including Attached Elements) able to be Embarked on an Element in the Transports Unit at any one time. As examples, Transport (1): would allow a maximum of **1** unit in each Element in the Unit, and Transport (3): would allow a maximum of **3** units, and so on.

EMBARKING AND DISEMBARKING TRANSPORTS

After fully completing its Movement Segment (including Checking for Coherency), an Infantry Unit without an Attached Character and in base contact with a friendly Transport Element may elect to forgo its Attack Segment and instead immediately **Embark** onto the Transport. It's advised the Embarkation be represented by placing a Token or the Infantry models on or near the Transport's stat card.

Likewise, a Transported Unit may **Disembark** a single Infantry Unit if it performed a Hold Move or Basic Move action during its Movement Segment. Each Transport Element in the Unit may perform **ONE** Embark or Disembark Action each Game Turn. The Infantry Unit **MUST** place its first model in base contact with the Transport Element it Disembarked from, with any remaining Elements placed within coherency. The newly Disembarked Unit does not have an Activation Token and can be Activated at the next available
opportunity.

DESTROYED TRANSPORTS

Should a Transport with Infantry Embarked be Destroyed, first place each Element of that Unit within **4"** of the destroyed vehicle. Then that Unit gains a Cooldown Token, and suffers an immediate attack, with an Attack Dice Pool equal to the destroyed vehicles combined Damage Track numbers, as listed on an Element's Stat Profile. This attack is resolved at Firepower 3, with all Heroic Saves Allowed. Then remove the destroyed vehicle from play after the attack is resolved.

TRANSPORTS AND SHOOTING

Many Transports arrive on the Battlefield armed with mounted weapons, being a threat to Enemy Units before allied Infantry even jump onboard! Other Transports, however, have no weapons mounted to their hulls. Either way, Embarked Infantry are provided the means to fire upon the Enemy from the relative safety of their Transport, adding to its total damage output - sometimes substantially!

It's reasonable to assume these soldiers can fire into all Arcs, unless stated otherwise, yet also likely the Transport can only offer so many shooting ports or angles of attack to the soldiers on board. Thus, any
troop-carrying Element may add up to 2 Embarked Infantry Elements to the Transport's Unit for the purposes of a Ranged Attack in the Transports **Attack Segment** during an Activation or as part of a Reaction. This stacks, and a Transport Unit consisting of 2 troop-carrying Elements, each loaded with Infantry, may add a combined total of 4 Elements to the upcoming Attack, and so on.

Any Embarked Infantry Elements participating in such an Attack shall draw Line of Sight from the center of their respective Transports physical model, and may not use Grenades or Weapons with the Move or Fire Weapon Loadout. In cases of a Reaction, the Transport Units React Statistic shall be used.

HIJACKING A TRANSPORT/VEHICLE WITH ATTACHED UNITS

If a Unit attempts to perform a Hijack against a vehicle while its transporting an Infantry Unit or has a Unit attached, after moving into contact but before taking an automatic point of damage for performing the Hijack, the Hijacker and one defending Unit Embarked or Attached to the vehicle resolve an Infantry Melee as described on **PAGE 86**.

If the Hijacker rolls more Skulls/Successes than the defender during this combat, the embarked Unit inside is repulsed (if it survived!) from the Transport, and the Hijack attempt proceeds as normal with the attacker suffering one automatic point of damage. If the defenders roll more, then the Hijack attempt is automatically failed, and the attacker is repulsed.

Should a Transport with one or more ARM Units embarked be successfully Hijacked, that Unit is automatically disembarked and repulsed out of the Transport.

Warthog
Scorpion
Ghosts
Incoming
Supply Drop
-2:08
Captain Santos
Zealot
Supply
Drop
Spartan
Hunters
Spartan
Wraith
Supply
Drop
Supply
Drop
Wraith
Hunters
ONI/SPECWAR-AI/ARTC-DIRECT_
SAT/REG_FEED/
ERS_KGD/847//9375937